THE TREEHOUSE™

Program Guide

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IBM®/ TANDY®, Macintosh®, Apple®

Program Guide

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CONTENTS

Welcome to The Treehouse 5

Quick Start 7

Getting Started 8

- IBM/TANDY & Compatibles 8
- Macintosh 10
- Apple 12

Preferences Menu Options

- Sound, Input Device, Printing, Game Levels, Speed Optimization 14

Playing the Games: IBM/TANDY & Compatibles, and Macintosh 16

- The Treehouse 16
  - Outside The Treehouse 19
- Music Games 20
  - Musical Keys 20
  - Musical Maze 28
- Road Rally Games 31
  - Money Game 34
  - Chip Game 34
- Treehouse Theater 36
- Backyard Zoo Games 40
  - Animal Album 40
  - Guess My Animal 42

Playing the Games: Apple II 45
The Treehouse 45
Outside The Treehouse 48
Music Games 49
Musical Keys 49
Musical Maze 54
Road Rally Money Game 56
Backyard Zoo Guess My Animal Game 59
Learning List 61
The Treehouse Kid's Guide 64
Things To Do 65
Science In Your Backyard 65
Mathematics Around You 66
Music At Home 67
Fun With Reading and Writing 67
Nature Notebook 69
What's a Real 'Possum Like? 69
Animal Traits 71
The Animal Kingdom 75
Homemade Instruments 83
Treehouse Songbook 86
Backup Disk Information 92
About the Authors 93
The Design Team Collage 94
Warranty 96

WELCOME TO THE TREEHOUSE

Welcome to The Treehouse. The Treehouse is like a wonderful clubhouse. The kind of place that every child would love to have (even grown up children!). It's an on-screen hideaway where kids can hang out, by themselves or with friends, and have fun while they exercise their creativity and learn important skills.

The Treehouse was designed especially for kids from about 6 to 10. But don't be surprised if older (or younger) siblings are equally fascinated. (In fact, don't be surprised if you find yourself at the screen when the kids are at school or tucked into bed!)

Kids of every age love to explore. And exploration is what The Treehouse is all about. Your children will make discoveries about music, science, mathematics, and language as they play with the program. They'll increase their sense of self-esteem by expanding their skills at ever higher levels. They'll learn important concepts and facts while playing games that are so much fun they won't want to stop. In fact, one problem we had when testing The Treehouse was convincing our young testers to let others have their turns. (Hint: Use a kitchen timer to make sure everyone gets a fair share of Treehouse time!)

We, our children, and our "inner children" (see the picture on page 94) have had a wonderful time building The Treehouse for you. We only hope that you'll have as much fun as we've had. Incidentally, we'd love to hear from you with any comments or suggestions you'd care to make. Meanwhile, start up the program, explore, and have fun!

The Treehouse Team

P.S. If you haven't discovered The Playroom yet, we invite you to check it out. It's just as much fun as The Treehouse, but designed for younger children, from about 3 to 6.

Using This Guide

The Treehouse Program Guide is both a guide to using The Treehouse program and a resource for additional activities to encourage your child's desire to learn. Each section contains specific information of interest.

If you are familiar with computers, the Quick Start section may be all you need to get started. If you need a more in-depth explanation, the Getting Started section gives step-by-step instructions for starting the program, installing it on a hard disk, and using special keys. The Preferences Menu Options section explains how to customize The Treehouse to meet your specific needs.

Playing the Games tells how to play all the games and activities in The Treehouse. The Learning List explains which skills are emphasized in each game or activity.

Be sure to look in The Treehouse Kid's Guide Section. It provides additional information and activities for you and your child to enjoy.

QUICK START

IBM/TANDY & COMPATIBLES: Hard disk only.

For hard disk installation, see Getting Started. After installing on the hard disk, type TREEHSE to start the program.

MACINTOSH: Hard disk only.

For hard disk installation, see Getting Started. After installing on the hard disk, click on The Treehouse program icon to start the program.

APPLE II:

Put The Treehouse Disk 1, (side A of 5.25" disk) into your disk drive; close the drive door; then turn on your computer and monitor. For hard disk installation, see Getting Started.

TO BEGIN:

Press any key or the mouse/joystick button. Move the cursor to an object on the screen that interests you and choose it.

KEYBOARD ONLY:

Use the arrow keys to move the cursor; press Enter/Return to choose. To speed up the action of the arrow keys press the shift key at the same time. (For Apple II, press the ⌘→ keys.) Use the Esc key to travel back to the main Treehouse screen from any of the game screens. Keep pressing Esc until you reach The Treehouse.
NOTE: Mac Version does not have arrow key control.

FOR HELP:

IBM/TANDY	F1
Macintosh	Command - ?
Apple II	Shift – ?

GETTING STARTED

IBM/TANDY & Compatibles

You must have a hard disk to use The Treehouse. To install the program onto your hard disk, follow the steps outlined below. Please make backup copies of your disks. See page 92 for more information.

HARD DISK INSTALLATION:

You can install The Treehouse on your hard disk by following these steps:

1. Start your computer with DOS 3.0 or higher. Insert the 3.5" or 5.25" Treehouse Disk 1 into drive A: or B:, select the drive (A: or B:) from your DOS prompt, and press Enter.

2. At the A: or B: prompt, type SETUP. You will see a menu come up that allows you to specify the hardware configuration of your computer. Using the Up and Down arrow keys, highlight the features you want to configure and press Enter to see a list of choices. Select the correct option and press Enter. Follow this procedure for each configuration you wish to change.

3. If you select the **Creative Labs Sound Blaster** as your sound device, a list of port addresses will appear in the setup. If you changed the address of your Sound Blaster, be sure to select the appropriate address from the list.

4. After you have configured each feature, highlight INSTALL and press Enter. Specify the Source Drive as the one which contains The Treehouse Disk 1 or press Enter if the default is correct. Next, specify the Destination Drive and Path, or press Enter if the default is correct. Use the default to automatically create a directory called TREEHSE in the root directory. If you wish to install elsewhere, specify the desired pathname at this time.

5. Your hard disk will be checked to ensure that enough disk space is available. If you do not have enough space available on your hard disk, press ESCAPE to return to DOS and make room for the program.

6. When installation is complete, highlight EXIT TO DOS and press Enter. Then type TREEHSE and press Enter to launch the program.

7. If at any time you wish to change your Treehouse hardware configuration, type SETUP from within The Treehouse directory.

NOTE: If you select a printer or the Disney Sound Source, a list of output ports will appear. Select the port that your device is connected to.

SOUND SUPPORT:

1. While the **Roland** and **AdLib** sound devices can play synthesized music and sound, they are unable to play digitized sound or speech. Due to these limitations you will not hear speech in The Treehouse with either of these sound devices.

2. The **Disney Sound Source** plays most digitized sounds and speech offered in The Treehouse. You will hear musical instruments in the orchestra section and when you select the 'possum holding an instrument. However, the Disney Sound Source cannot transpose pitch. Therefore, when you press a key on the keyboard or play a song in the Musical Keys section, you will hear only simple tones through the internal PC speaker.

3. If your computer has no sound support other than the internal PC speaker, you will hear only simple tones throughout The Treehouse. To enhance the sound, you will need to install one of the supported sound devices.

SPECIAL KEYS FOR IBM/TANDY & COMPATIBLES:

Arrow keys	Move the cursor
Spacebar	Picks up and carries movable objects
Enter	Selects the object pointed to by the cursor
Shift	Speeds up cursor movement when pressed simultaneously with arrow keys
Escape	From a Game screen, takes player back one level toward The main Treehouse screen
F1	Help
F2	Brings up Sound, Levels, and Printer options
Letters (Aa-Zz)	Most of the keys in the bottom rows of the computer keyboard correspond to the musical notes played on The Treehouse keyboard (see page 27)
Control-S	Toggles Sound On/Off
Control-Q	Quits
Control	In some games, gives special functions *(see "Playing the Games" for details)*

MACINTOSH COLOR AND B&W

The Treehouse Macintosh Color Version

The color Treehouse was created in 256 colors. For best results, select 256 colors under Monitors in the Control Panel. The color Treehouse must be installed on your hard disk and will require approximately 10 megabytes free hard disk space to install. After it is installed it will take up 8 megabytes hard disk space.

The Treehouse Macintosh B&W Version

The B & W Treehouse must be installed on your hard disk and will require approximately 4 megabytes free hard disk space to install. After it is installed, it will take up 3 megabytes hard disk space.

Note:

It is very important that you disable anti-virus software such as Virex® before running The Treehouse Installer. After installing, be sure to reactivate your anti-virus software. Brøderbund Software takes great care to protect disks from virus infection. However, if you wish, you can scan all of the disks before starting the installation process, or

scan your hard disk immediately after installation is complete.

Installation instructions:

Insert DISK 1 into a disk drive, then double-click on the icon *Click On Me*. You'll see a message about virus detection. Click OK.
The Installer screen will appear. This screen has 3 areas:

- A scrolling window containing Help Information. Use the scroll bar to see the full text.
- A box showing the current disk (your hard drive), the space available on that disk, and how much space is needed to install the software. Make sure that the proper drive is selected.
- A set of buttons. Click the *Drive* button if you want to install the software to a drive other than the one shown. Click the *Customize* button to choose Color or Black and White installation.

Click the *Install* button when you are ready to begin. The next screen confirms the choices you made above. After clicking *Continue*, a progress bar shows the progress of the installation. The Installer ejects each *Treehouse* disk as it finishes installing it, and it prompts you to insert the next disk. You can cancel the installation at any time by clicking the *Stop* button.
When the installation is finished, you will find a new folder on your hard drive named *The Treehouse*. Open the folder and double-click on the Treehouse icon to begin playing.

*A note about printing: You can enable or disable the printer by using the Options menu and selecting Preferences. To print under MultiFinder, go to the Chooser under the Apple menu, select your printer, and select Background Printing Off.

SPECIAL KEYS FOR MACINTOSH:

The following are the only keyboard controls on the Macintosh.

Command - Q	Quits the program
Command - ?	Brings up Help screen
Command - O	Brings up Options screen
Command - P	Brings up the printer dialog in some games (if printing is enabled)
Command - R	Brings up sound recording dialog for music section (if computer has sound-recording capability)
Command - C	Toggles recorded sounds on/off
Option-key	In some games, gives special functions (see "Playing the Games" for details)

Apple

1. Insert The Treehouse Disk 1 into your disk drive and close the drive door. For more information on how to acquire backup copies of your disks, see page 92.

2. Turn on your computer and monitor.

3. The program will load itself into memory and then wait for you to press any key, or the mouse or joystick button to start the game. During the game you will be prompted to insert another disk when necessary. Please make sure you wait until the red disk drive light is off before doing so.

4. To choose an object on the screen, you may use a mouse, joystick, or the arrow keys. Move the cursor to the object you want. To choose it, press the button or Return key.

HARD DISK INSTALLATION:

You can install The Treehouse on your hard disk by following these steps:

1. Using your favorite file copy program, create a sub-directory on your hard disk and name it Treehouse.

2. Insert The Treehouse Disk 1 into a floppy drive.

3. Copy all files except ProDOS on Disk 1 to the Treehouse sub-directory on your hard disk.

4. If you are using 5.25" disks, remove Disk 1, turn it over and reinsert it in the floppy drive with side B up. Copy all files to the Treehouse sub-directory. Repeat with both sides of Disk 2 and Disk 3 and side A of Disk 4. If you are uncertain how to use your copy program, please see the guide that came with it.

SPECIAL KEYS FOR APPLE COMPUTERS:

Arrow Keys	Move the cursor
Return	Selects object pointed to by cursor
Escape	Takes player back to the main Treehouse screen from any Game screen.
Shift – ?	Brings up menu screen with Help, Sound, and Levels

Control-S	Toggles sound on/off
Control-Q	Quits
⌘-K	Selects Keyboard
⌘-J	Selects Joystick

NOTE: The Treehouse is compatible with the Adaptive Firmware Card™ and the Unicorn™ Keyboard for the Apple. Pressing Control-K will allow you to use the adaptive device. For more information, see the manual included with each device.

PREFERENCES MENU OPTIONS

Sound, Input Device, Printing, Game Levels, and Speed Optimization

IBM/TANDY & Compatibles

The Preferences Menu options let you customize The Treehouse. Choose the specific menu item you want by highlighting it, using a mouse/joystick or the arrow keys and then pressing the button or Enter/Return to select.

Done - Returns you to your current activity in The Treehouse.

Sound - Lets you turn sound on or off.

Printing - Lets you turn printing on or off.

Printer - Choose between the two printers you selected in setup (if you chose more than one). See page 8 for setup.

Music Game Level - Lets you select a starting level for the Music Games. Choose Beginner or Advanced.

Speed Optimization - Lets you turn speed optimization on or off.

If the animations in The Treehouse Musical Keys activity move too slowly on your computer, try turning speed optimization on.

Macintosh

Menu options let you customize The Treehouse. Choose the menu item you want by highlighting it and clicking the mouse button.

MENU:

About The Treehouse - Gives credits for authors and publisher.

FILE MENU:

Print - Brings up the printer dialog in certain games (if printing is enabled).

Quit - Lets you exit The Treehouse.

OPTIONS/PREFERENCE MENU:

Preferences - Brings up the preferences dialog, which lets you customize The Treehouse. Choose the options you want by clicking on them.

Music Game Level - Lets you select a starting level for the Music Game. Choose Beginner or Advanced.

Sound - Lets you turn sound on or off.

Sound Level - Lets you set sound volume to quiet, medium, or loud.

Printing - Lets you turn printing on or off.

Save These Settings - Saves your settings selections to disk. The Treehouse comes with certain default settings. If you save your personal settings, The Treehouse will use them instead of the defaults the next time you start the program.

Record Sounds - Lets you record sounds in the music section only. If your Macintosh cannot record sounds, or you are not in the Music Section, this menu item will be grayed out.

NOTE: You need System version 6.0.7 or later to record sounds. You can use a Macintosh LC, IIsi, or the MacroMedia • Paracomp MacRecorder with other Macintosh models. You must select the appropriate recording device under Sound in the Control Panel. You may do this either before starting The Treehouse, or while the program is running.

HELP MENU: Help - Gives you help in using The Treehouse.

PLAYING THE GAMES

Macintosh, IBM/TANDY & Compatibles

The Treehouse is your own place to have fun. It's chock-full of games and activities and lots of surprises, too! In addition, you'll learn interesting things about animals, music, numbers, words, famous people and events. This chapter tells you all about The Treehouse activities and games.

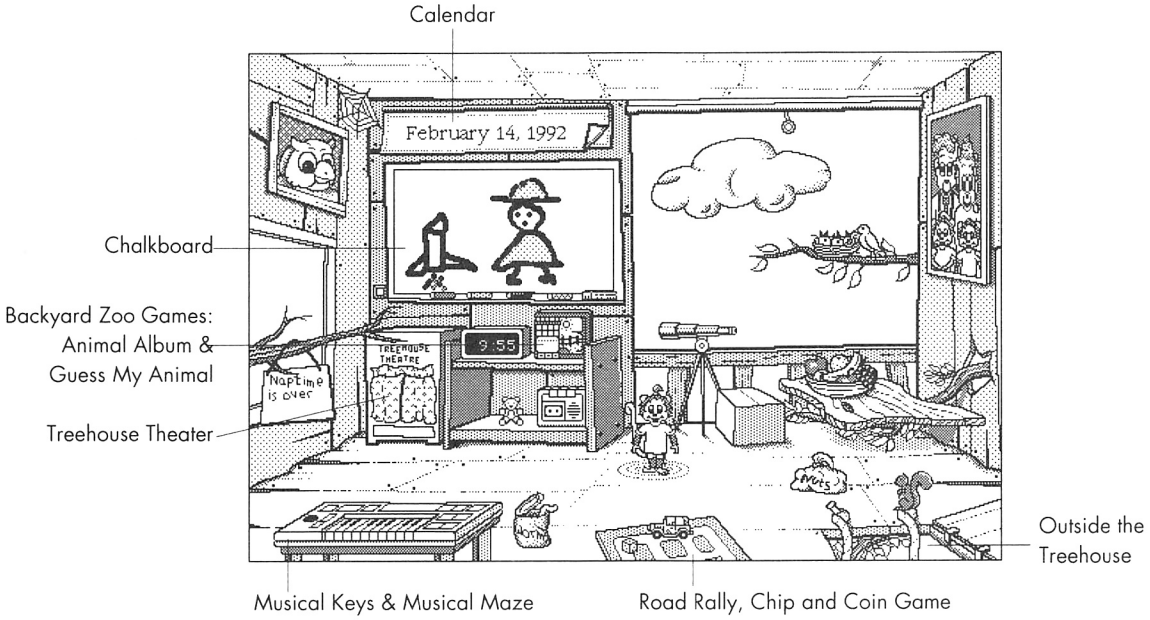
But first . . . it's fun to play with a friend. So before you begin, choose a 'possum playmate to go into The Treehouse with you.

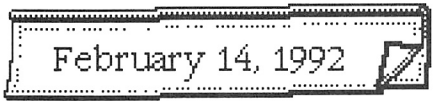
Each of your 'possum friends has its own personality. They like different foods, and each will perform its favorite trick for you. Choose the 'possum you want to play with today.

The Treehouse

The Treehouse is full of things to do. You can draw on the chalkboard, look through the telescope, and listen to music on the radio. You can learn interesting facts about important events and people who were born on this day. You can climb down the rope ladder to explore outside. Or you can play one of the many exciting Treehouse games.

Here's how to do some of the things in The Treehouse. Other things you'll find out for yourself. Remember, The Treehouse is full of surprises. Move around the screen and see how many you can discover.



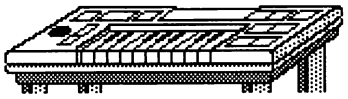


Find out about something special that happened on this day, or about a famous person who is celebrating a birthday. Read the facts on the window shade. To go forward or back a day, move the cursor to the corner of the date page and click the button or press Enter/Return.

Choose a piece of colored chalk to make a drawing on the chalkboard. Point to the color you want and press the mouse or joystick button. The cursor will turn into a piece of chalk. Hold the mouse or joystick button down to draw. When you move the chalk away from the chalkboard, it turns back into a pointer.

Use the eraser to erase part of your drawing.

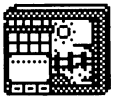
Use the erase button to erase everything from the chalkboard.



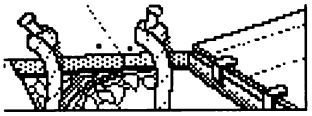
Ready to make some music? Step up to the keyboard and have fun with the Musical Keys and Musical Maze games.

How about putting on a play? Open the curtain to The Treehouse Theater and get ready to stage your own show.

Hop into your car and speed away to mathematics fun. Test your wits and number skills as you play the Road Rally Money or Chip games. If you win, you get a prize to take back and play with in The Treehouse.



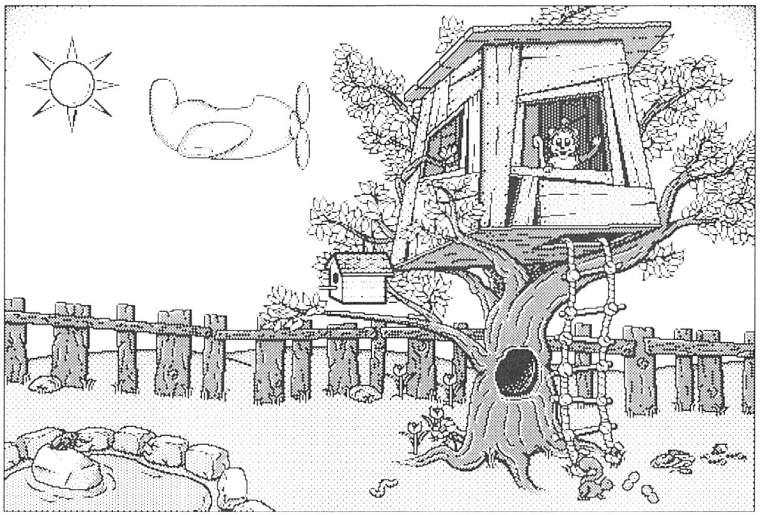
Did you know there's a whole zoo-full of animals right in your own back-yard? Become a nature scientist as you play the Animal Album and Guess My Animal games. There are prizes to win here, too.

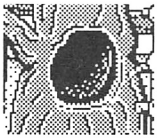


Tired of exploring inside? Climb down the rope ladder and take a look at what's outside The Treehouse.

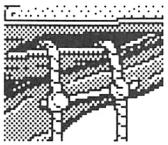
Outside The Treehouse

Lots of things are going on outside The Treehouse. You can make clouds in the sky change shapes. Or help a hungry frog in the pond catch its dinner. You can wake up an unusual bird and make friends with the sun. Move around the screen and see what you can find. When you're ready to leave, just climb the rope ladder and you'll be back in The Treehouse again.





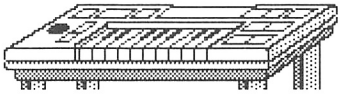
Crawl through the hole in the tree to visit squirrels at home. Shhh! You might wake them. When you're ready to leave, click outside the squirrel's hole, and you'll be outside The Treehouse again.



Climb the ladder to get back into The Treehouse.

Music Games

If you've ever wanted to make your own music or play every instrument in the orchestra, now's your chance. The music games turn you into a musician even if you've never had a lesson. Start with Musical Keys and then use what you've learned to find your way through the Musical Maze.

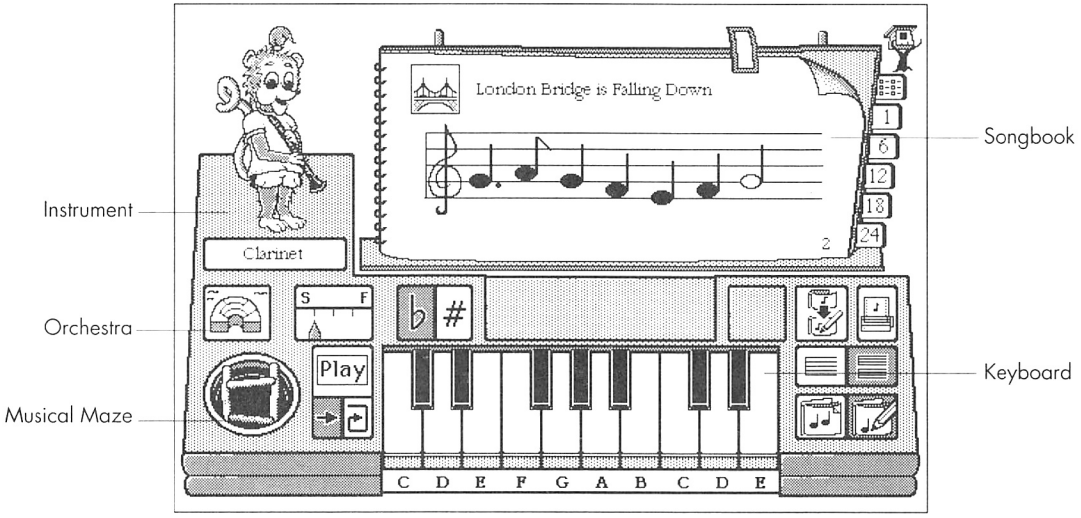


Ready to tickle the ivories? Step up to the keyboard and you're on your way.

MUSICAL KEYS

Musical Keys is your ticket to musical fun. You can play songs from The Treehouse Songbook on a variety of instruments, including some you won't find in any orchestra. You can change the speed or the notes if you want. You can make up your own songs and print them out so you and your friends can play them on your own instruments at home or at school.

NOTE: Due to hardware limitations, IBM/TANDY and compatible computers without digitized sound capability and computers using the Disney Sound Source will play only simple tones through the internal speaker.



NOTE: If you've been taking music lessons, you may notice that The Treehouse

Songbook doesn't have measure lines or key signatures. That's because it uses the "free" style of music notation. This style is often used in modern music when the composer wants to express a musical idea without having to worry about a lot of rules. You play the notes exactly as you see them. You make them sharp or flat only if they have a sharp or flat sign next to them. You can use notes of any duration. You'll appreciate this style of notation when you start composing your own songs. It makes writing music easier because it lets you focus on the melody and timing you like.

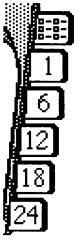
The Musical Keys screen has many features. Try them out yourself to see what they do. You can choose notes on the keyboard and hear them played as you see them placed on the Songbook's musical staff. Read on for more details on how to choose and play a song; how to visit the orchestra; how to print and copy a song; and how to make your own songs.

CHOOSING A SONG

The Treehouse Songbook contains all kinds of songs. Some are folk songs or nursery rhymes that are easy and fun to sing. Others are short pieces of classical music from symphonies, operas, and ballets. These more complicated pieces are enjoyable to listen to. They can be played on a variety of instruments.

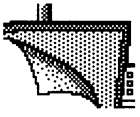
Choose any song you want. You can then play it on different instruments and change it if you wish.

Choose Play Mode (the book without the pencil) to use the regular Keyboard. Choose Songwriting Mode (the book with the pencil) to compose.



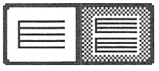
Top tab takes you to the Table of Contents. All the songs contained in the Treehouse are listed here. To see more of the Table of Contents, turn the pages by moving the cursor to the upper-right hand corner of the page and clicking the mouse/joystick button or pressing Enter/Return. To choose a song, point to it and click the button or press Enter/Return.

Number tabs take you to that page in the Songbook. You can turn pages forward or back from there.



Turns pages forward or back.

Marks your place in the Songbook. Move the cursor to the bookmark and click the mouse/joystick button or press Enter/Return to return from the Table of Contents to the most recent song.



Choose a short or long version of the song. Short versions are very simple.

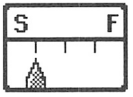
Get information about the song you have chosen. Your 'possum playmate holds up a card for you to read. When you are done reading, click the card to make it disappear.

PLAYING A SONG

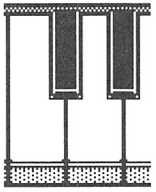
Play the song you've chosen whenever you want by choosing the Play button. But don't be satisfied playing it just one way. Try it with other instruments or tempos. Watch the Songbook and Keyboard to see which notes are being played.

Let the music begin! Clicking on the Play button will change it to a Stop button so you can stop the music whenever you want.

Choose the arrow to play the song just once. Choose the loop to have it play over and over.



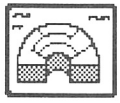
Do you like your music fast or slow? Drag the pointer or choose the marked lines to change the tempo, or speed, of the song. You can change the tempo while the song is playing.



Choose notes and see them placed on the Songbook page as you hear them played. The song you have chosen will disappear temporarily from the Songbook page. The single note will appear. If you hold the Ctrl key (on IBM/Tandy) or Caps Lock key (on Macintosh) while you play, the song will stay on the page so you can practice your sight reading.

Choose an instrument. To hear a sample of how the instrument sounds, move the cursor to your 'possum playmate and click the mouse/joystick button or press Enter/Return. If you hold the Ctrl key (on IBM/Tandy) or Option key (on Macintosh) while you click on the instrument names, you can go through the list in the opposite order.

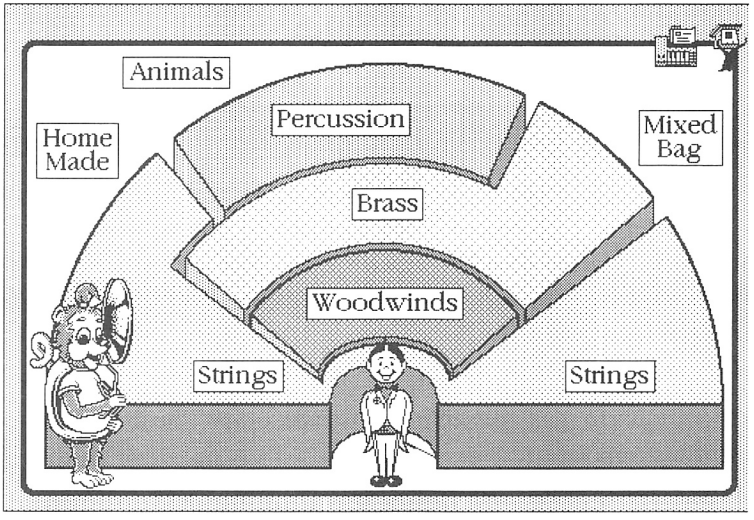
Clarinet



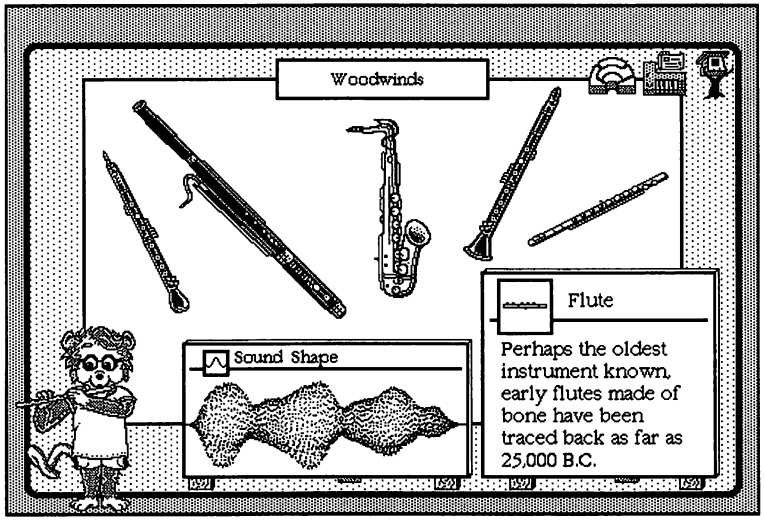
Lets you visit the orchestra and choose an instrument.

VISITING THE ORCHESTRA

An orchestra is made up of people playing different kinds of instruments. There are four main types of orchestra instruments: strings, woodwinds, brass, and percussion. The string players sit in one part of the orchestra, the woodwinds in another, the brass in another, and the percussion players in another.



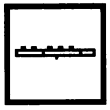
Besides the regular orchestra instruments, the Treehouse contains some unusual music makers. You can choose Animals to hear your song quacked by a duck or croaked by a frog. Choose Homemade to hear it played on the kind of instrument you can make at home, like a balloon, a comb, or a set of water glasses. (See The Kid's Guide Homemade Instrument Section for how to build your own instruments.) Mixed Bag gives you other instruments you won't find in an ordinary orchestra. Choose the instrument type you want. Then you can choose an individual instrument from the screen that appears.



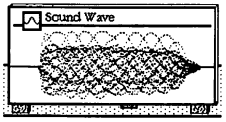
Choose the instrument you want. Your 'possom pal will play it for you. You'll get an interesting fact about the instrument and see a picture of the sound it makes. When you're ready to return to the Keyboard with the instrument you've chosen, choose the Keyboard picture in the upper-right corner of the screen. To return to the Orchestra, choose the Orchestra picture.

Choose this to make the entire chosen section of the orchestra your instrument.

Your 'possum pal plays the instrument you've chosen.



Choose to hear the instrument played. Learn more about the instrument by reading the fact.



Choose to find out what sound shapes are.

Return to Keyboard.

PRINTING AND COPYING TREEHOUSE SONGS

You can print out any of the songs in The Treehouse Songbook. You can also copy a song to your own song book. Then you can change it in any way you want.

Prints out the current song.

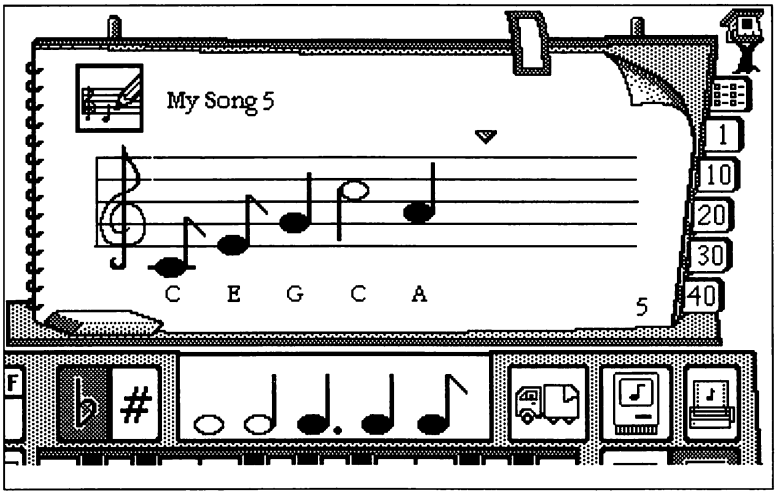
NOTE: The printing option must be turned on for printing to occur. See Preferences Menu Options, page 13, for details.

Copies the current song from The Treehouse Songbook to your own song book. Switches you to Songwriting mode so you can change the song in any way you want.

MAKING YOUR OWN SONG

Creating a song is easy and fun. You can try it this way and that, experimenting with notes until it sounds just right. Start by copying a Treehouse Song, make your own song from scratch, or let the computer write one for you. You can make a short song or a long song. Any songs that you make will be saved automatically. You can print them out whenever you wish.

Choose Songwriting Mode (the book with the pencil) to use the Musical Keyboard for composing. Choose Play Mode (the other book) to switch back to the regular Musical Keyboard.



Most of the keyboard looks the same when you are creating songs. But some things are different. A note palette appears beneath the song book. A triangle-shaped pointer appears on the song page. The keyboard works differently, too. These changes allow you to create your own song.

Points to where the next note will go. You can move the pointer to another position any time you want.

To play your song starting from the pointer, hold down the Ctrl key (on IBM/Tandy) or Option key (on Macintosh) when you choose Play.

You can make songs in two different ways. One way is to simply play the notes on the keyboard. The notes you play will appear on the song book page. The other way is to move notes from the note palette to the song page. You can reposition notes that are already on the page by moving them up or down. Play the song whenever you want.

Choose the kind of note you want. Whole notes play for the longest duration, or length of time. Eighth notes play for the shortest.

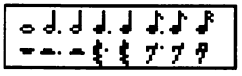
NOTE: For Mac only, holding down the Option key and clicking anywhere in the Note Palette will enable a quantizing feature that preserves the rhythm the song was typed at.

• To record a song, hit Command R or select Record under the Options menu. Another window will appear with the recording controls. Use the Record, Stop, Pause, and Play buttons until you have captured the sound you want with your microphone; then click on the Save button to save the sound and return to The Music Games Section.

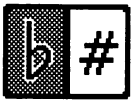
• The last recording for your custom instrument will automatically be saved to disk with your Treehouse program.

If you are using the keyboard to make your song, the type of note you've chosen will appear on the song page when you choose a key on the keyboard. The bottom rows of the keyboard correspond to the keys on a piano.

If you prefer, you can make your song by moving the note you want from the note palette to an empty place on the song page. Move a note on top of another note to change it.



If you are making a long song, you will see more kinds of notes, as well as rests.



Choose to have black keys displayed as flats or sharps.

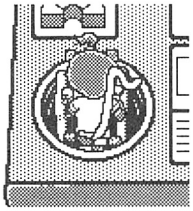
Use the eraser to erase any note. First choose the eraser. The cursor will turn into an eraser. Then choose the note you want to erase. To get rid of the eraser, simply move it off the song page.

Lets you erase the entire song. If you want to erase all of the songs in your song book, hold down the Ctrl key (on IBM/Tandy) or Option key (on Macintosh) as you choose the truck.

Let the computer create a new song. You can then change the song in any way you want.

Give your song a name. Use your computer keyboard to type in the words.

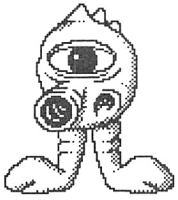
MUSICAL MAZE



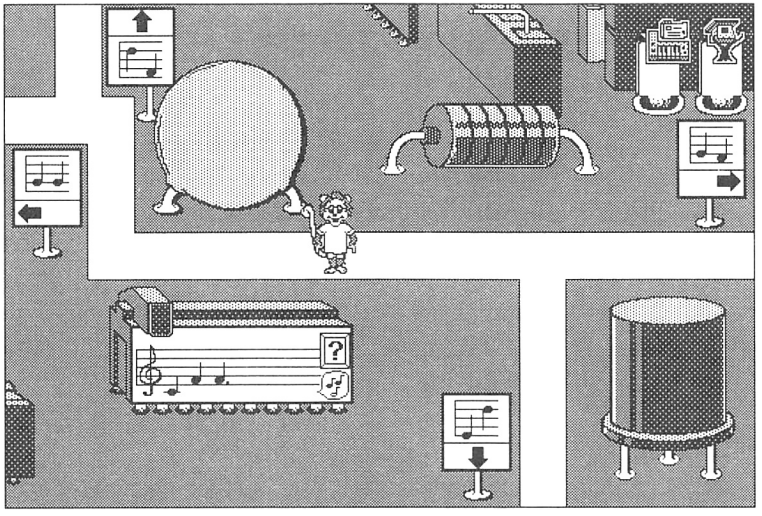
Ready for a musical challenge? Then climb down the ladder from the Musical Keyboard and enter the Musical Maze.

The Musical Maze is a fun game and a great way to test your musical knowledge. You'll be surprised at how much you know, especially if you've spent some time playing Musical Keys.

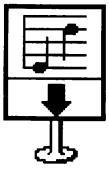
To find your way through the Musical Maze you must answer musical clues. Some clues ask you to identify the instrument you hear. Others ask you to pick out a combination of notes.



Look-A-Lot will scatter clues throughout the maze to guide you. Each time you match a clue correctly, he'll reward you with a note in the mystery song. When you have enough notes, you can try to guess the name of the song. If you guess the name, or if you have collected all the notes in the song, you'll advance to the end of the maze.



Choose your 'possum playmate to hear the musical clue again.



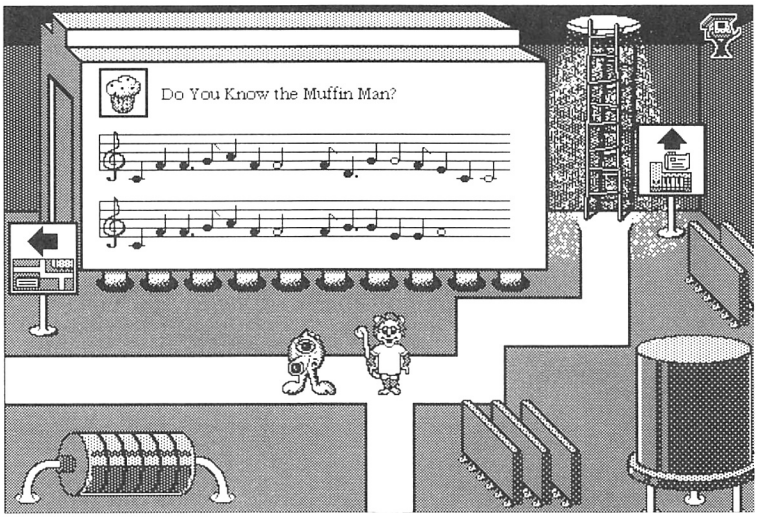
Choose the sign that matches the clue. The instrument or the notes on the sign should match the instrument or the notes you hear played.

Choose to have the mystery song played up to the last note shown.

Try guessing the name of the mystery song.

Choose the picture that you think matches the mystery song. For a list of song names and pictures, check the Songbook section at the back of this manual.

Congratulations! You've reached the end of the Musical Maze. Now you can go back into the maze to play another game, or you can return to Musical Keys.



Takes you back into the Maze for another game.

Takes you back to Musical Keys.

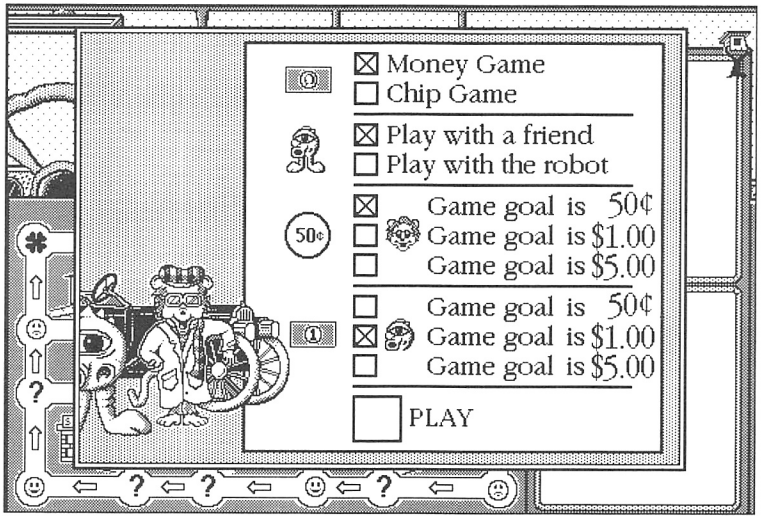
Road Rally Games

You can play two kinds of Road Rally games. One is the Money Game. The other is the Chip Game. Both games are fun and give you a chance to test your wits and math skills. When you win a game, you'll get a reward to take back to The Treehouse.

Ready to play Road Rally? Hop in your car and go!

CHOOSING GAME SETTINGS

Before you can start a Road Rally game, you must choose your game settings. You can play either the Money Game or the Chip Game with a friend or with the robot. You can set your game goal at whatever level you want.



An X will appear next to each setting you choose.

Choose the Money Game or the Chip Game. If you choose the Money Game, the goals will be 50¢, $1.00, or $5.00. The higher goals add more coin denominations. If you choose the Chip Game, the goals will be 50, 100, or 500 chips. Choose the goal you want.
(Hint: The Money Game with a goal of 50¢ is the easiest to play.)

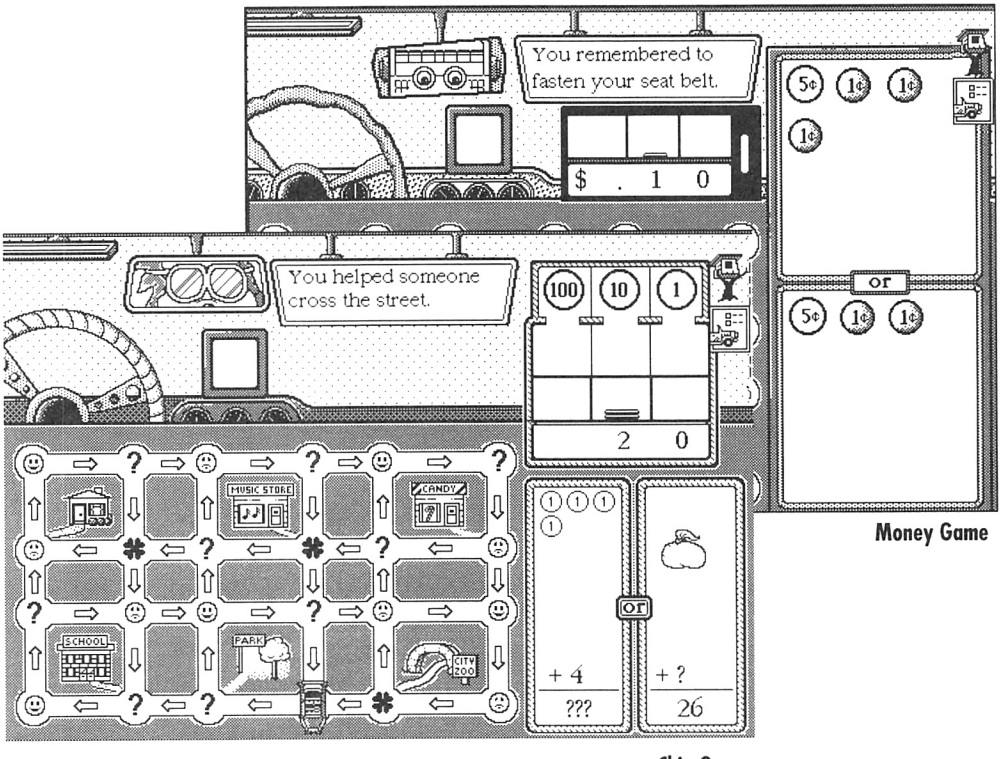
If you play with a friend, each player can choose a different goal. The player with a higher goal will have to handle higher numbers. But each player will have the same chance to win. By setting different goals, players of different ages and skills can play together and have a good time.

If you play with Bonga Bot, each of you will have the same goal.

PLAY Let the Road Rally begin!

PLAYING ROAD RALLY

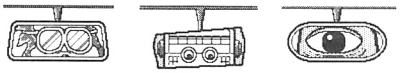
You play Road Rally the same way whether you are playing for money or chips. What's different is your goal and the math skills you need to reach it.



Money Game

Chip Game

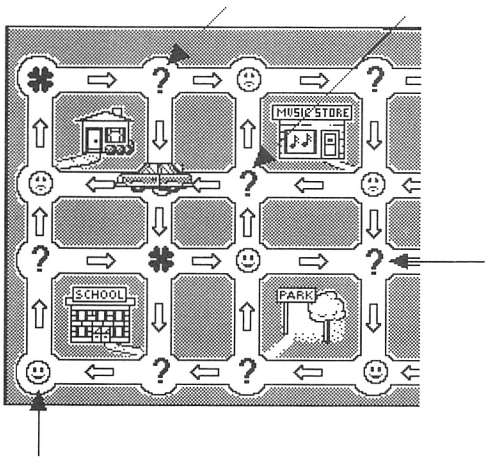
To play, roll the die and move the car the number of spaces shown. Each space has a picture on it. You will collect or pay money or chips, depending on the picture you land on. The first player to reach their money or chip goal wins. When you're done with one game, you can play another. If the game seemed too easy or too hard, you can return to the options screen to change the game settings.



Look in the rear view mirror to see whose turn it is.

Start a new turn by rolling the die.

Count the number of dots on the die to see how far you can move the car. You must move in the direction of the arrows. You can move all at once or one space at a time. If the space you choose is too far away, the space choices nearest to your car will flash to give you a hint. If you haven't moved far enough, the die will still show dots. Keep moving until you've used up all the dots.



Here's what the pictures on the spaces mean:

You earn money or chips

You pay money or chips.

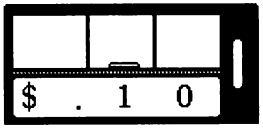
Careful with this one! Sometimes you earn, other times you pay.

Your lucky day! You earn lots of money or chips.

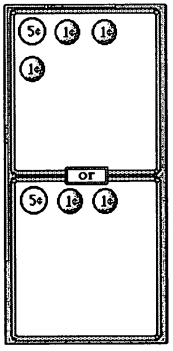
The arrows show the places you can get to in three moves. You may select any of these places.

Choose to change the settings. If you choose this during a game, the game will end.

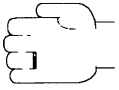
THE MONEY GAME:



You start the game with the sum of money shown in the meter box. If you chose 50¢ as your goal, you start with $.10. If you chose $1.00, you start with $.20. If you chose $5.00, you start with $1.00.



If your move earns you money, you will get to choose between two trays of coins with different amounts in them. Count the money in the trays and choose the larger sum to reach your goal faster. If you are playing with Bonga Bot, please help by choosing a tray for it.



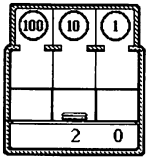
If you have to pay money, a hand will appear to collect what you owe.

THE CHIP GAME:

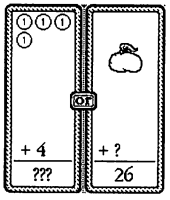
You start the game with a number of chips in your chip holder. Red chips are worth 100 each, blue chips are worth 10, yellow chips are worth 1. If you chose 50 as your goal, you start with 15 chips. If you chose 100, you start with 30 chips. If you chose 500, you start with 150 chips.

If your move earns you chips, you will get to choose between a known quantity of chips in a tray and an unknown quantity of chips contained in a bag in the other tray. The math problems will help you decide which is the best choice. The more chips you are able to get, the closer you will be to reaching your goal. Chips that you earn are added to your chip holder. When a column has 10 chips, it is full and will begin to shrink and grow. Click the 10 chips to change them into one chip of the next higher value. Then you'll have room to add more chips. If you are playing with Bonga Bot, please help by choosing a tray for it and helping it to change its chips.

If you have to pay chips, they will come out of your chip holder. If one part of your chip holder empties and you need more chips of that value to pay what you owe, the next higher value chips will begin to shrink and grow. Click the column to change a more valuable chip into ten of lesser value. Then you'll be able to pay your debt.



Shows how many chips you have.



Choose how many chips you want. You may choose the tray of chips on the left, or the bag of chips on the right.

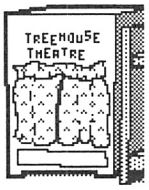
$$\begin{array}{r} 20 \\ +\,4 \\ \hline 24 \end{array} \qquad \begin{array}{r} 20 \\ +\,6 \\ \hline 26 \end{array}$$

To decide which is the best choice, look at the math problems in the trays. The amount next to the plus (+) sign will be added to the amount in your chip holder. In this example, you would figure out that the bag has more chips (6) than the tray (4), so the bag would be the best choice.

Appears when you need to make change. Click on it or press Enter/Return to make the change you need.

Treehouse Theater

The Treehouse Theater is the place to go when you want to stage a show. In the Theater you're the writer, director, and producer all rolled into one as you make sentences and see them acted out on the stage. You can move things around and add a variety of props. For more fun, you can use the scrambler to mix up your sentence and see if you can fix it. You can print out the scenes you create if you want.



Ready to stage a show? Just slip through the curtains and you're on your way to The Treehouse Theater.

CHOOSING THEATER SETTINGS

Before you begin you'll have a chance to choose the theater settings you want. The settings allow you to add props to your scene and to mix up the sentences you create.

Choose "Mix Up" if you want to be able to rearrange the parts of your sentence.

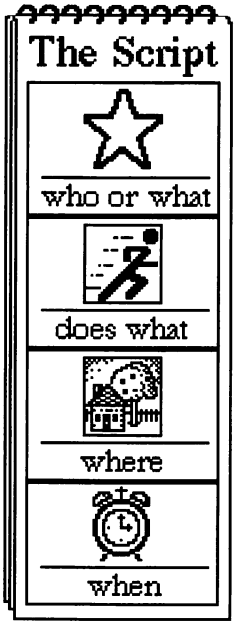
Choose "Props" if you want to be able to add props to your scene.

Choose "Play" when you're ready to begin.

We recommend beginners choose Play, leaving the Mix Up and Props choice clear.

STAGING YOUR SHOW

You stage a show by choosing parts of a sentence. The sentence tells who does what, where and when. For instance, "Mr. Bones jumps at a party every day." As you add sentence parts, the words of the sentence appear on a panel beneath the stage. You can move the star around on the stage and add props if you like, until your scene is just the way you want it. When you are done, you can animate the scene to see your sentence in action. If you've chosen the "Mix Up" setting, you can rearrange the parts of your sentence and see what effect a new sentence order has.



Choose an actor for your scene. Select the actor you want from the group that appears above the stage.

Tells you the purpose of "who or what" in a sentence.

Choose an action for the scene. Select the one you want from the action pictures that appear above the stage.

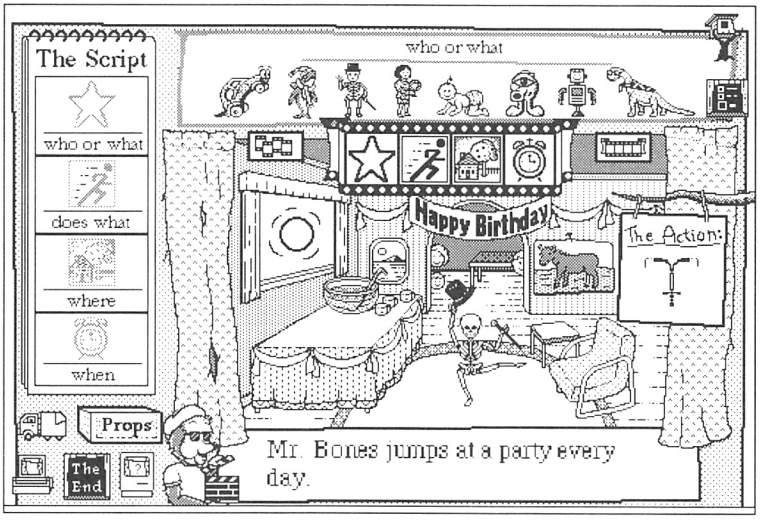
Tells you the purpose of "does what" in a sentence.

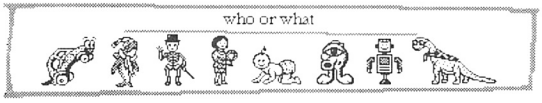
Choose a setting for your scene. Select the location you want from the pictures that appear above the stage.

Tells you the purpose of "where" in a sentence.

Choose when your scene takes place. Select the time from the pictures that appear above the stage.

Tells you the purpose of "when" in a sentence.

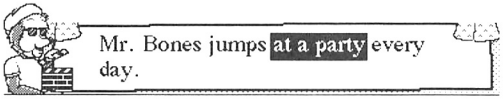




Shows all the choices available for the sentence part you are working on. Choose the one you want.

Shows the current "does what." Click on the sign or press Enter/Return to animate it.

Lights, camera, action! It's time to animate your scene. Click on your 'Possum Pal and the play will begin. If your sentence is not correct you'll get help on what you need to make it right. When you've corrected your sentence, then you can animate the scene.



Shows the sentence you have made. Choose any word and the entire sentence part will be highlighted.

Returns you to the Settings Screen so you can choose new settings or turn off the ones you've chosen. Your sentence will be saved so that when you return to the stage you can work on it again.

Prints out your scene. Note: For printing to occur, the printing option in the Preferences Menu must be turned on.

Choose "The End" when you're done. You can then make another sentence or return to The Treehouse.

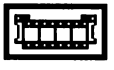
Lets the computer create a sentence for you.

Decorate your scene with props. Select the prop you want from the assortment that appears above the stage. To see more props, choose "Props" again. A new assortment will appear. To be able to choose props, you must have "Props" selected at the Settings Screen.

Removes all the props from your scene. Hold the Ctrl key (on IBM/Tandy) or Option key (on Macintosh) while selecting the truck to remove the props from all of the scenes.

Shows the order of your sentence. You can change the order by moving the pictures around on the film strip. You will see the film strip only if you have selected "Mix Up" at the Settings Screen.

Rearranges the order of your sentence. The new sentence may or may not be in the correct order. Read the sentence below the stage. Does it sound right? Try to animate it. If it doesn't animate, correct your sentence by rearranging the order. Try again.

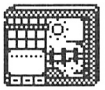


Arranges the sentence parts in a sensible order.

Backyard Zoo Games

The Backyard Zoo is home to many different kinds of animals. All the animals that live in the Treehouse backyard are native to the United States. Most, though probably not all, can be found where you live. You'll see them in backyards, nearby parks, vacant lots, or by looking out the window.

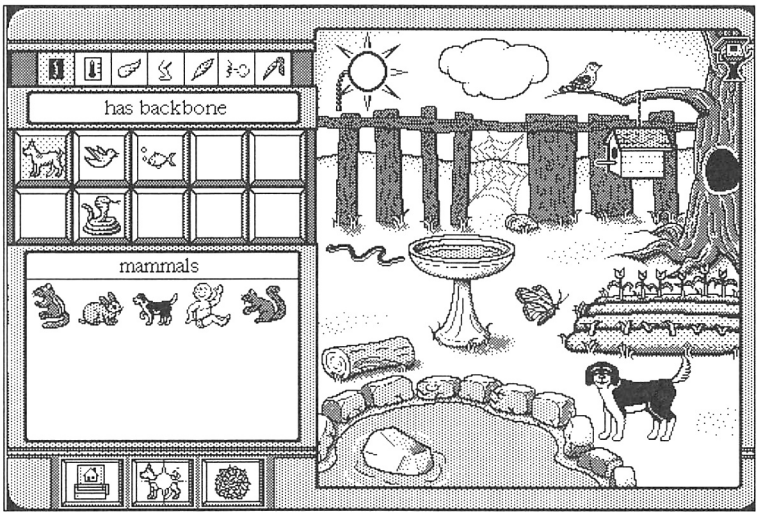
You can have fun in the Backyard Zoo using the Animal Album to create your own animal pictures and playing the Guess My Animal game.

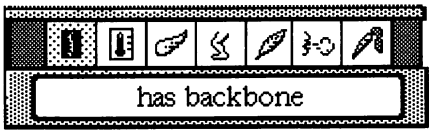


Ready to explore the Backyard Zoo? Open the Animal Album and you're on your way.

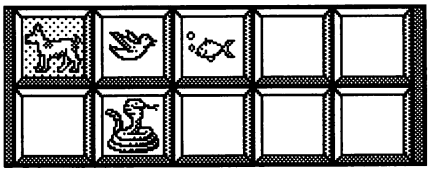
ANIMAL ALBUM

Create pictures by selecting animals from the Animal Album and placing them in the Backyard Zoo. As you make your choices, you'll discover how animals are classified, or grouped together, by traits. You'll learn lots of interesting facts about animals, too. If you want, you can print out the pictures you create to make your own Animal Album.

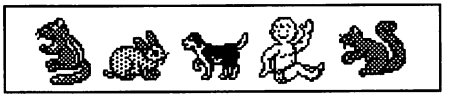




These pictures represent categories of traits such as body covering, diet, or number of legs. Choose the category you want. One of the traits in that category will appear. Click the trait to see more. (For a full description of animal traits, see The Kid's Guide Section, Animal Traits.)



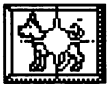
These are the animal groups that share the current trait. Choose the one you want. (For a full description of these groups, see The Kid's Guide Section, The Animal Kingdom.)



Animals in the current group appear here. Choose an animal to see an interesting fact about it. Move whichever animals you want into the Backyard Zoo. Place them anywhere you wish. You can move the animals around the backyard or back to the Album any time you want.

Changes the scene from day to night. A moon replaces the sun and a whole new set of animals appears in the Animal Album. To change from night to day, choose the moon.

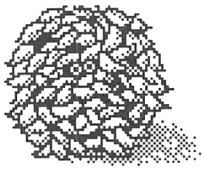
Lets you print out your Backyard Zoo scene. Note: For printing to occur, the print option must be selected from the Preferences Menu.



Sends all the animals back to the Album. To send back both night and day animals, hold down the Ctrl key (on IBM/Tandy) or Option key (on Macintosh).

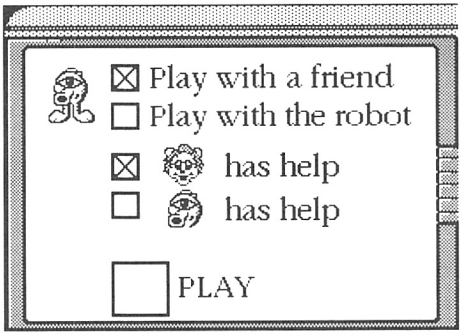
Lets you play the "Guess My Animal" game.

GUESS MY ANIMAL



See those mysterious eyes? They tell you that animals are hiding in the Backyard Zoo. One belongs to you. The other belongs to the friend or Bonga Bot who is playing Guess My Animal with you. Gather clues and eliminate possibilities to figure out the identity of your animal. The first one who guesses correctly wins the game.

Before you begin, choose game settings.



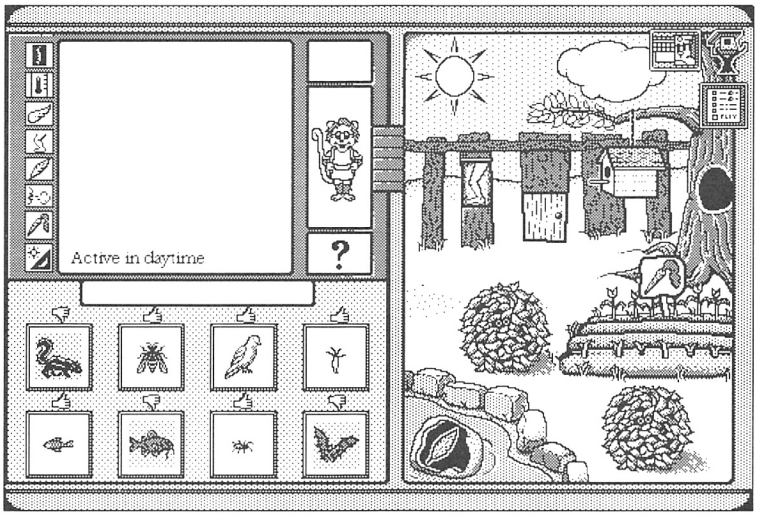
You can choose to play with a friend or with Bonga Bot.

Choose "Help" if you want. The computer will then help you by automatically eliminating animals that don't fit the clues. If you do not choose "Help" you will have to eliminate animals yourself. Either player or both may choose help. (Bonga Bot always has help.)

Choose "Play" when you are ready to go to the game.

Which animal is hidden in the bush? Gather trait clues from the backyard. Each time you get a clue, eliminate as many of the animal possibilities as you can. (If you are playing with "help," the computer will eliminate animals for you.) When you think you know the hidden animal, make a guess instead of going after another clue. The first one to guess his or her animal wins! You can also win by being first to find all the clues. This is a good way for non-readers to play.

Choose to start the game. The player whose turn it is will appear. Choose again to start a new turn.



One of these animals is hidden in the bush. A different set of animals will appear for each player. To find out more about an animal, choose its picture. You'll learn the animal's name and how its traits fit the clues.

"Thumbs up" indicates that the animal matches the trait clues. "Thumbs down" indicates that it does not match. If you are playing without "Help," turn the thumbs down yourself by clicking on the hand next to the animal. You can turn thumbs up again if you change your mind.

Trait clues are scattered around the backyard. Choose the one you want. The trait will appear in the box above the animal pictures. If you are playing with "Help," the computer will eliminate the animals that do not match this trait. If you are playing without "Help," you will have to eliminate the animals yourself by turning the thumbs down.

Choose a picture to learn about that trait category. (For more information, see The Kid's Guide Section, Animal Traits.)

Lets you guess the animal. When you're ready to guess, first choose the question mark, then choose the animal you want. If only one animal still has "Thumbs up," it will automatically be selected.

Takes you back to the Settings Screen. The game you are playing will end. Change the settings if you want and start a new game.

Takes you back to the Animal Album.

PLAYING THE GAMES

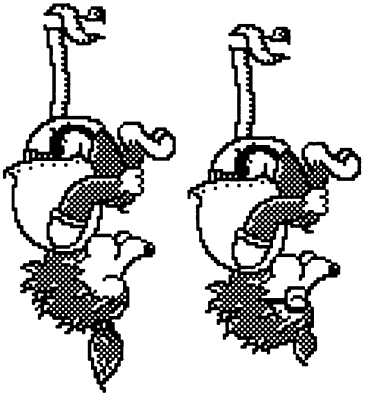
Apple II

The Treehouse is your place to have fun. It's chock-full of games and activities and lots of surprises, too! In addition, you'll learn interesting things about animals, music, numbers, words, and famous people and events. This chapter tells you all about The Treehouse activities and games. But first . . .

It's fun to play with a friend. So before you begin, choose a 'possum playmate to go into The Treehouse with you.

Each of your 'possum friends has its own personality. They like different foods, and each will perform its favorite trick for you. Choose the 'possum you want to play with today.

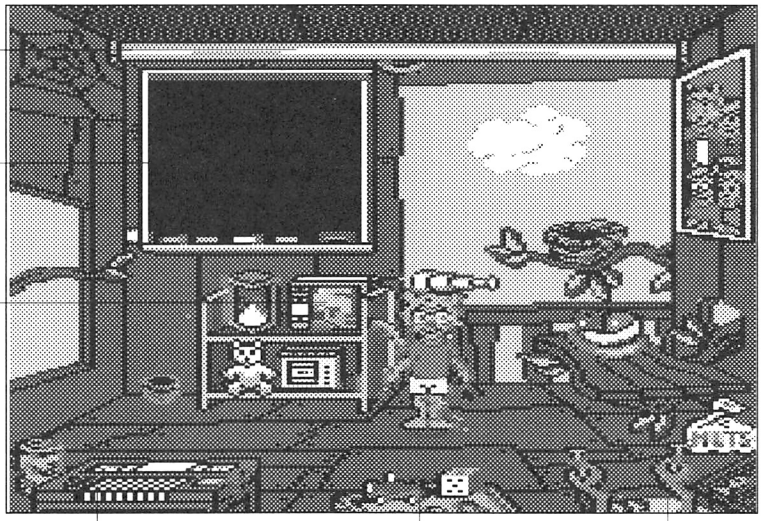
The Treehouse



The Treehouse is full of things to do. You can draw on the chalkboard, look through the telescope, and listen to music on the radio. You can learn interesting facts about important events and famous people. You can climb down the ladder to explore outside. Or you can play one of the many exciting Treehouse games.

Here's how to do some of the things in The Treehouse. Other things you'll find out for yourself. Remember, The Treehouse is full of surprises. Move around the screen and see how many you can discover.

NOTE: If you are not using a hard disk drive, you may have to insert another disk for some of the activities. Follow the on-screen prompts.

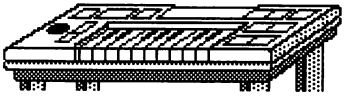


Calendar Screen — Find out about someone or something special. Pull down the screen by moving the cursor to it and clicking the mouse/joystick button or pressing Return. Read the facts on the screen. Use the arrows to see more facts. When you are done, click the screen or press Return to close it.

Choose a piece of colored chalk to make a drawing on the chalkboard. Point to the color you want and press the mouse or joystick button. The cursor will turn into a piece of chalk. Hold the mouse or joystick button down to draw. When you move the chalk away from the chalkboard, it turns back into a pointer.

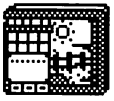
Use the eraser to erase part of your drawing.

Use the erase button to erase everything from the chalkboard.



Ready to make some music? Step up to the keyboard and have fun with the Musical Keys and Musical Maze games.

Hop into your car and speed away to mathematics fun. Test your wits and number skills as you play the Road Rally Money and Chip games. If you win, you get a prize to take back and play with in The Treehouse.

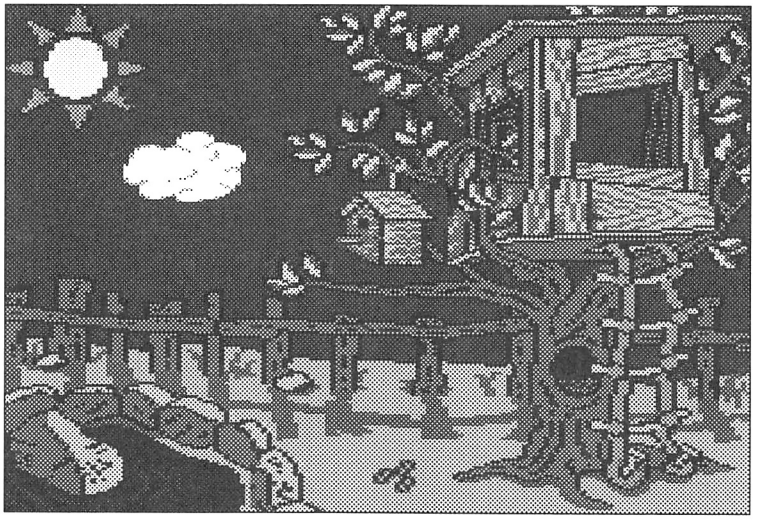


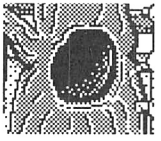
Did you know there's a whole zoo-full of animals right in your own backyard? Become a nature scientist as you play Guess My Animal game. There are prizes to win here, too.

Tired of exploring inside? Climb down the rope ladder and take a look at what's outside The Treehouse.

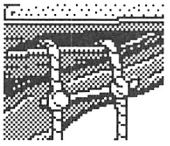
Outside The Treehouse

Lots of things are going on outside The Treehouse. You can make clouds in the sky change shapes. Or help a hungry frog in the pond catch its dinner. You can wake up an unusual bird and make friends with the sun. Move around the screen and see what you can find. When you're ready to leave, just climb the rope ladder and you'll be back in The Treehouse again.





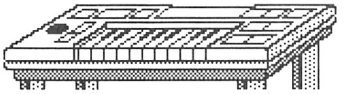
Crawl through the hole in the tree to visit squirrels at home. Shhh! You might wake them. When you're ready to leave, click outside the squirrels' hole and you'll be outside The Treehouse again.



Climb the ladder to get back into The Treehouse.

Music Games

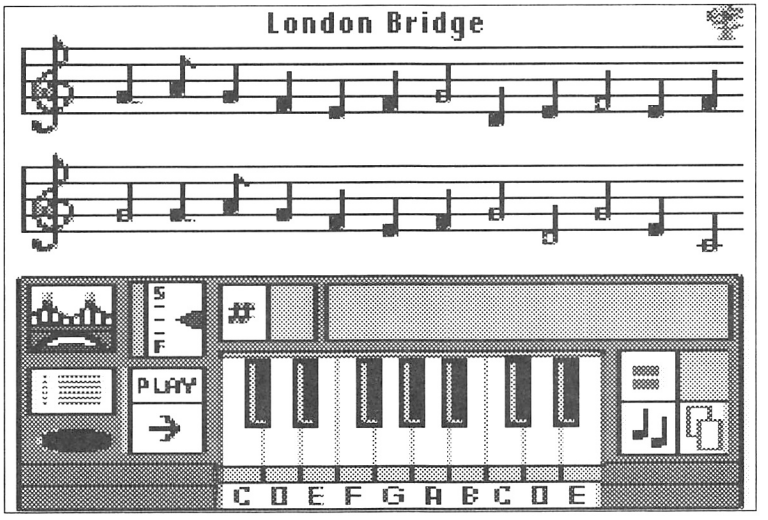
If you've ever wanted to make your own music, now's your chance. The music games turn you into a musician even if you've never had a lesson. Start with Musical Keys and then use what you've learned to find your way through the Musical Maze.



Ready to tickle the ivories? Step up to the keyboard and you're on your way.

MUSICAL KEYS

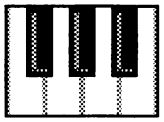
Musical Keys is your ticket to musical fun. You can choose from a variety of different Treehouse songs and see the notes on the screen as you hear them played. You can change the speed or the notes if you want. You can also make up your own songs and hear them played.



NOTE: If you've been taking music lessons, you may notice that The Treehouse Songbook doesn't have measure lines or key signatures. That's because it uses the "free" style of music notation. This style is often used in modern music when the composer wants to express a musical idea without having to worry about a lot of rules. You play the notes exactly as you see them. You make them sharp or flat only if they have a

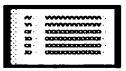
sharp or flat sign next to them. You can use notes of any duration you want. You'll appreciate this style of notation when you start composing your own songs. It makes writing music easier because it lets you focus on the melody and timing you like.

The Musical Keys screen has many features. Try them out yourself to see what they do. The screen changes, depending on whether you are in Play Mode or Songwriting Mode. These are the features you can use in Play Mode.



Choose a key on the keyboard to hear a note played. A window will appear to show you where the note belongs on the musical staff.

Choose a song. The Treehouse Songbook contains all kinds of songs. Some are folk songs or nursery rhymes that are easy and fun to sing. Others are short pieces of classical music from symphonies, operas, and ballets. Choose any song you want from the pictures that appear on the screen. (For a complete list of song pictures and names, see The Songbook Section of this manual.)



Choose a song from a list of titles by moving the cursor to the one you want and pressing the mouse or joystick button or pressing Return. Note: If you already know which song you want, you can simply type the index letter of the song at any time and it will appear on the musical staff.

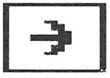
Choose a short or long version of the song. Short versions are very simple.

Get information about the song you have chosen by clicking on the actual title of the song at the top of the Song page.

PLAYING A SONG

Play the song you've chosen whenever you want by choosing the Play button. But don't be satisfied playing it just one way. Try it with other instruments or tempos. Watch the Songbook and Keyboard to see which notes are being played.

Let the music begin! You can stop the music whenever you want simply by clicking the mouse/joystick button or pressing any key on your computer keyboard.



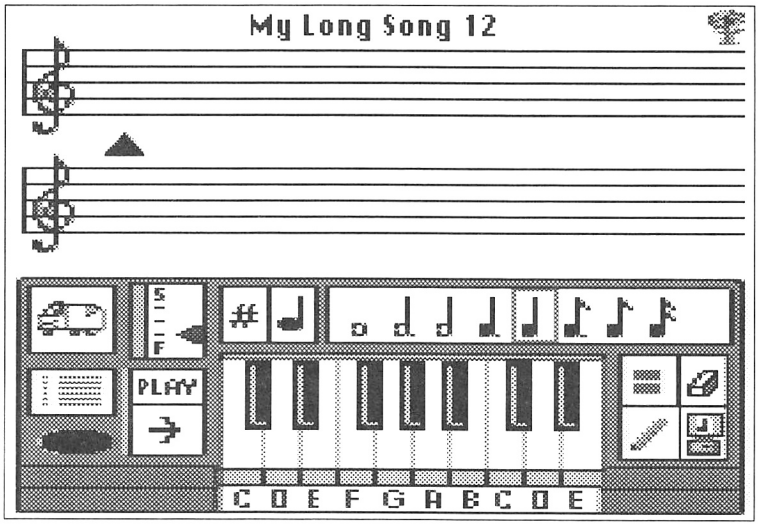
Indicates that the the song will play just once. Click on the arrow to change to a loop so the song will play over and over. Click again to change back to single play.

Do you like your music fast or slow? Move the speed control up and down to change the tempo, or speed, of the song.

Lets you leave the Musical Keys to play the Musical Maze game.

Copies the current song and switches you to Songwriting mode so you can change the song in any way you want.

Switches to Songwriting Mode.



Some things on the Musical Keys screen are the same in the Songwriting mode. But some things are different. A note palette appears above the keyboard. A triangle-shaped pointer appears on the musical staff. Some of the control buttons change and the keyboard works differently, too. These changes allow you to create your own song.

You can make songs in two different ways. One way is to simply play the notes on the keyboard. The notes you play will appear on the song book page. The other way is to move notes from the note palette to the song page. Play the song whenever you want. Here is an explanation of the new features you will see in Songwriting Mode.

Give your song a name. Use the eraser to erase the old name. Use your computer keyboard to type in the new name.

Points to where the next note will go. You can move the pointer to another position any time by pointing to the new position and pressing return (keyboard) or clicking the mouse or joystick button.

Choose the kind of note you want. Whole notes play for the longest duration, or length of time. Eighth notes play for the shortest.

If you are using the keyboard to make your song, the type of note you've chosen will appear on the musical staff when you choose a key on the keyboard.

If you prefer, you can make your song by moving the notes you want from the note palette to the song page. Move a note on top of another note to change it.

Determines whether black keys will be displayed as flats or sharps. Click to change from one to the other.

Determines whether the palette displays notes or rests. Click to change from one to the other.

Use the eraser to erase any note or to erase the name of the song. First choose the eraser. Then choose the note or the name you want to erase. To get rid of the eraser, simply move it below the song page.

Lets you erase the entire song. If you are using the keyboard, the Control-E key will erase your song.

Let the computer create a new song especially for you. You can then change the song in any way you want.

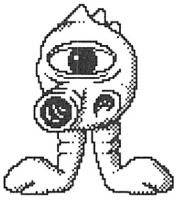
Switches to the Play Mode.

MUSICAL MAZE

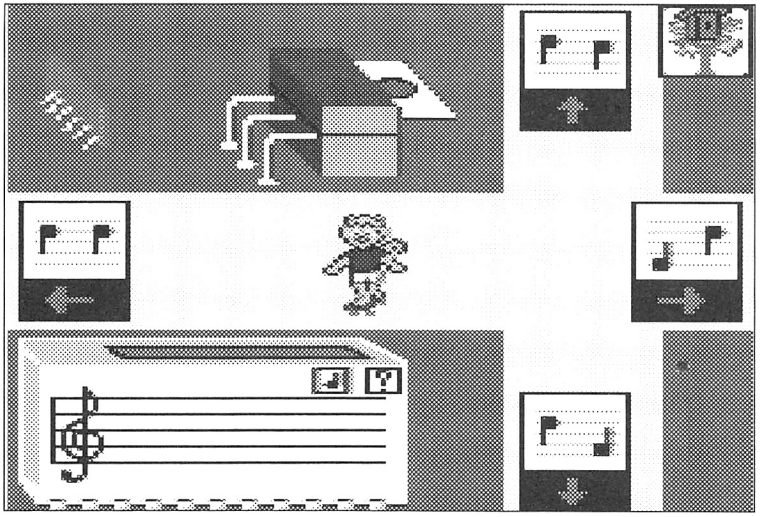
Ready for a musical challenge? Then choose the "Maze" opening in the Keyboard to enter the Musical Maze.

The Musical Maze is a fun game and a great way to test your musical knowledge. You'll be surprised at how much you know, especially if you've spent some time playing Musical Keys.

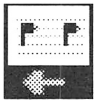
To find your way through the Musical Maze you must answer musical clues. The clues ask you to match notes you hear played with notes you see on the screen.



Look-A-Lot will scatter clues throughout the maze to guide you. Each time you answer a clue correctly, he'll reward you with a note in the mystery song. When you have enough notes, you can try to guess the name of the song. If you guess the name, or if you have collected all the notes in the song, you'll advance to the end of the maze.



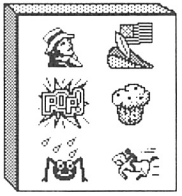
Choose your 'possum playmate to hear the musical clue again.



Choose the sign that matches the clue. The notes on the sign should match the notes you hear played.

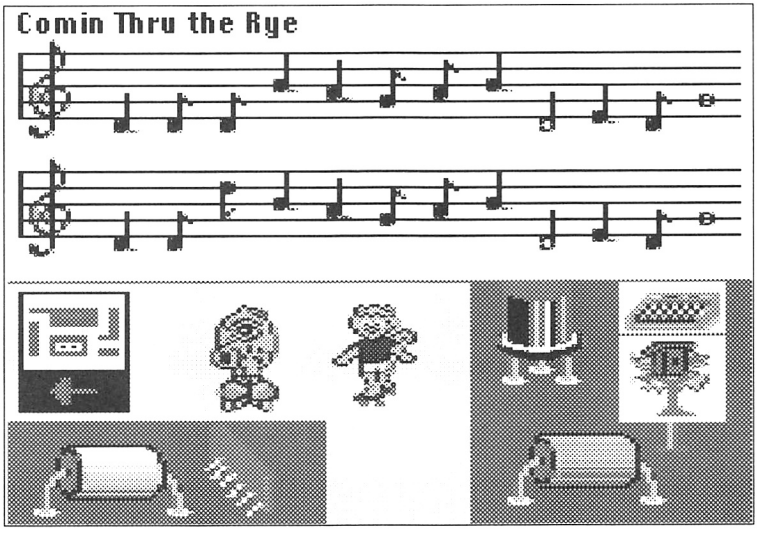
Choose to have the mystery song played up to the last note shown.

Try guessing the name of the mystery song.



Choose the picture that you think matches the mystery song. (For a complete list of song pictures and names, see The Songbook Section of this manual.)

Congratulations! You've reached the end of the Musical Maze. Now you can go back into the maze to play another game, or you can return to Musical Keys.



Takes you back into the Maze for another game.

Takes you back to Musical Keys.

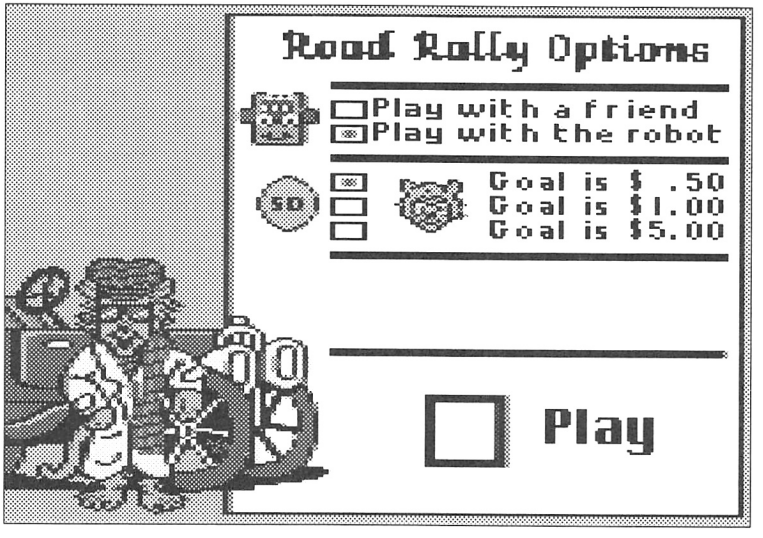
Road Rally Money Game

The Money Game gives you a chance to test your wits and math skills. When you win a game, you'll get a reward to take back to the Treehouse.

Ready to play Road Rally? Hop in your car and go!

CHOOSING GAME SETTINGS

Before you can start a Road Rally game, you must choose your game settings. You can play the Money Game with a friend or with Bonga Bot. You can set your game goal at whatever level you want.



A red dot will appear next to each setting you choose.

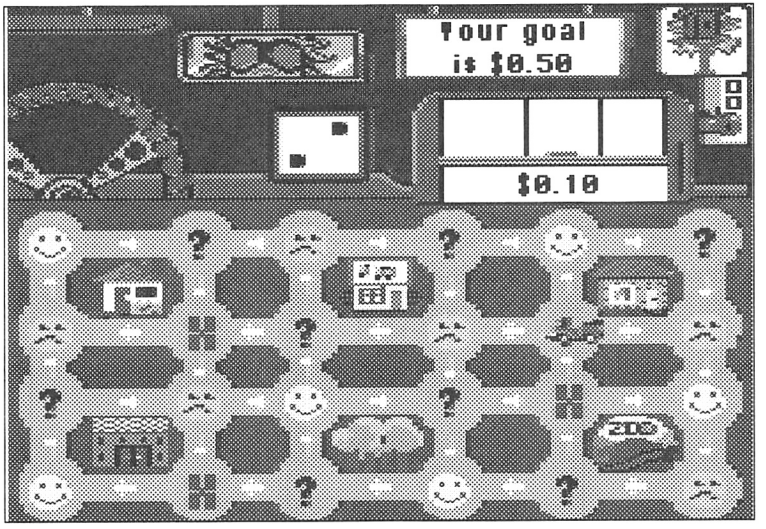
Choose a goal of 50¢, $1.00, or $5.00. The higher goals add more coin denominations. Choose the goal you want.
(Hint: A goal of 50¢ is the easiest to play.)

If you play with a friend, each player can choose a different goal. The player with a higher goal will have to handle higher numbers. But each player will have the same chance to win. By setting different goals, players of different ages and skills can play together and have a good time.

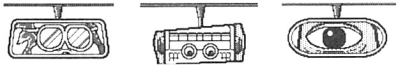
If you play with Bonga Bot, you will each have the same goal.

PLAY Let the Road Rally begin!

PLAYING ROAD RALLY



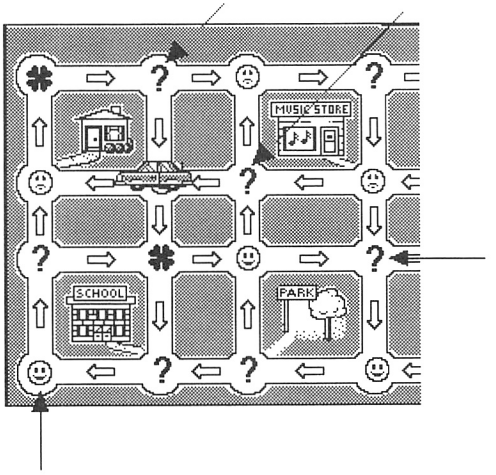
To play, roll the die and move the car the number of spaces shown. Each space has a picture on it. You will collect or pay money, depending on the picture you land on. The first player to reach the money goal wins. When you're done with one game, you can play another. If the game seemed too easy or too hard, you can return to the options screen to change the game settings.



Look in the rear view mirror to see whose turn it is.

Start a new turn by rolling the die.

Count the number of dots on the die to see how far you can move the car. You must move in the direction of the arrows. You can move all at once or one space at a time. If the space you choose is too far away, the space choices nearest to your car will flash to give you a hint. If you haven't moved far enough, the die will still show dots. Keep moving until you've used up all the dots.



Here's what the pictures on the spaces mean:

You earn money.

You pay money.

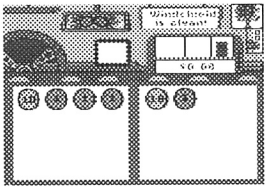
Careful with this one! Sometimes you earn, other times you pay.

Your lucky day! You earn lots of money.

The arrows show the places you can get to in three moves. You may select any of these places.

Choose to change the settings. If you choose this during a game, the game will end.

You start the game with the sum of money shown in the meter box. If you chose 50¢ as your goal, you start with $.10. If you chose $1.00, you start with $.20. If you chose $5.00, you start with $1.00.

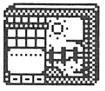


If your move earns you money, you will get to choose between two trays of coins with different amounts in them. Count the money in the tray and choose the larger sum to reach your goal faster. If you are playing with Bonga Bot, please help by choosing a tray for it.

Backyard Zoo Guess My Animal Game

The Backyard Zoo is home to many different kinds of animals. All the animals that live in the Treehouse back yard are native to the United States. Most, though probably not all, can be found where you live. You'll see them in back yards, nearby parks, vacant lots, or by looking out the window.

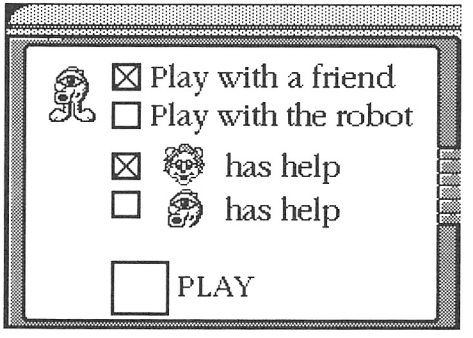
You can have fun in the Backyard Zoo playing the Guess My Animal game.



Ready to explore the Backyard Zoo? Open Guess My Animal and you're on your way.

See those mysterious eyes? They tell you that animals are hiding in the Backyard Zoo. One belongs to you. The other belongs to the friend or Bonga Bot who is playing Guess My Animal with you. Gather clues and eliminate possibilities to figure out the identity of your animal. The first one who guesses correctly wins the game.

Before you begin, choose game settings.



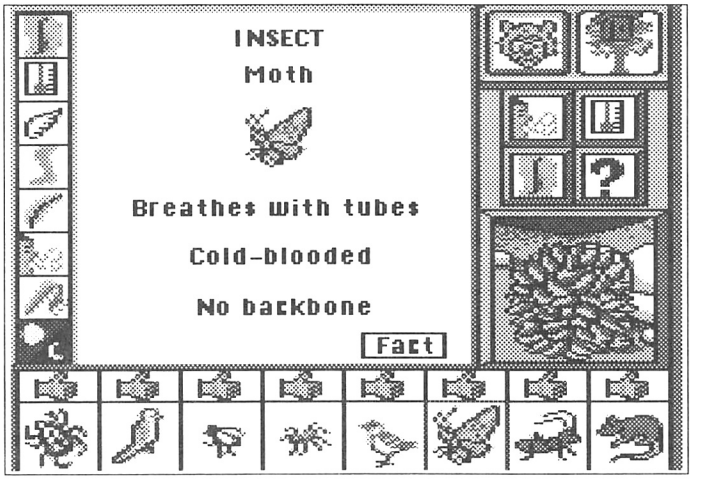
You can choose to play with a friend or with Bonga Bot.

Choose "Help" if you want. The computer will then help you by automatically eliminating animals that don't fit the clues. If you do not choose "Help" you will have to eliminate animals yourself. Either player or both may choose help. (Bonga Bot always has help.)

Choose "Play" when you are ready to go to the game.

Which animal is hidden in the bush? Gather trait clues to find out. Each time you get a clue, eliminate as many of the animal possibilities as you can. (If you are playing with "help," the computer will eliminate animals for you.) When you think you know the hidden animal, make a guess instead of going after another clue. The first one to guess his or her animal wins!

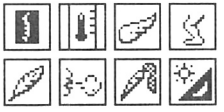
Choose to start the game. The player whose turn it is appears next to the start button. Once the game has started, the start button changes to a question mark. Choose the question mark when you are ready to guess the animal.



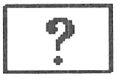
One of these animals is hidden in the bush. A different set of animals will appear for each player. To find out more about an animal, choose its picture. You'll learn the animal's name and how its traits fit the clues.

"Thumbs up" indicates that the animal matches the trait clue. "Thumbs down" indicates that it does not match. If you are playing without "Help," turn the thumbs down yourself by clicking on the hand next to the animal. You can turn thumbs up again if you change your mind.

You'll see three trait clues. Choose the one you want. The trait will appear in the box above the animal pictures. If you are playing with "Help," the computer will eliminate the animals that do not match this trait. If you are playing without "Help," you will have to eliminate the animals yourself by turning the thumbs down.



Choose a picture to learn about that trait category. (For more information, see The Kid's Guide Section, Animal Traits.)



Lets you guess the animal. When you're ready to guess, first choose the question mark, then choose the animal you want. If only one animal still has "Thumbs up," it will automatically be selected.

LEARNING LIST

As kids explore The Treehouse, they learn about lots of things, including music, animals, mathematics, the meaning of words and sentence structure. The entertaining activities and games teach your child deductive reasoning and encourage strategic thinking, exploration, and creativity. The following list shows which skills are emphasized in each of the Treehouse activities.

MUSICAL KEYS

Musical Keys encourages children to explore and experiment with various aspects of music. The program makes it easy for them to do things such as change the tempo of a song or the duration of the notes. They can compose directly from the keyboard and see their compositions displayed on the musical staff with notes labeled as they play them. They hear the music and see it at the same time. All this immediate feedback reinforces learning, allowing the child to make connections and absorb musical concepts in an intuitive way.

Children also learn about different musical instruments — how they are held and played, how they sound, plus interesting facts about them. They learn about the organization of an orchestra and about different kinds of music, such as folk songs, classical music, and nursery rhymes.

MUSICAL MAZE

Children use their eyes and ears to find their way through the Musical Maze. They must answer musical clues to move through the maze. They can also guess the name of a mystery tune. The game calls on the child to identify different instruments by pictures and sounds. It asks them to listen to note sequences and match what they hear with the notes they see on the screen. In the course of playing the game, children increase their listening and rhythmic skills. They learn to recognize whether notes are the same or different. They listen for relative pitch and note duration. They also become aware of the sounds different instruments make. The game play automatically adjusts to the skill level of each player, making for a rewarding experience, no matter what the age of the child.

ROAD RALLY GAMES*

The Road Rally games teach strategy and math skills. In both the Money Game and the Chip Game, children learn to plan ahead, visualizing what their best moves might be. They learn to pay attention to directional signs and to count spaces. By analyzing the game map they discover how to position themselves near the center of the map to gain more options for profitable moves.

In the Money Game, children learn about coin value. Beginning counters may be surprised to find that a single coin (e.g. a dime) can be worth more than several coins (e.g. a nickel and 2 pennies.) They quickly learn to plot a winning strategy by paying close attention to the numeric value rather than the quantity of the coins.

In the Chip Game, children learn about adding and subtracting in a very graphic way. Seeing the animation of "making change" that takes place in the chip holder helps them understand what happens when they "carry" or "borrow." Choosing between a known and unknown quantity of chips in order to reach a goal provides real-life appreciation for the usefulness of arithmetic.

Even the youngest players can choose trays at random without adding, subtracting, or counting change and still play the games successfully. Without doing any math, they will be developing skills for counting ahead, following directional signs, and planning how to move around the game map in the most profitable way.

TREEHOUSE THEATER*

In the Treehouse Theater, children learn about sentence structure and grammar in a concrete and entertaining way. They find out that a sentence is made up of parts and that each part has a specific job to do. They learn that some sentence orders don't make sense, and that some sensible orders sound better than others.

The game also enhances word recognition and reading skills. Each time a sentence part is added, the child sees the words on the screen and hears them read out loud. The child can select sentence parts to be read again, reinforcing the learning experience.

For some children, the lively theater setting with its entertaining characters and actions and its many appealing props may encourage an interest in drama, inspiring them to write and stage shows of their own.

ANIMAL ALBUM*

The Animal Album provides children with a wealth of information about animals native to the United States. They learn about the animals as they place them in the Treehouse backyard, creating interesting and original pictures that can be printed out. The Animal Album teaches the concept of classification, showing how animals may be grouped together according to traits. The Nature Notebook included in The Treehouse Kid's Guide Section reinforces this learning experience by providing additional in-depth information on animal groups.

By creating a Backyard Zoo full of animal life native to the U.S., children come to appreciate the richness of their own environment. The day-to-night feature introduces them to the world of nature at night, stimulating their curiosity about seldom-seen animals and the interesting lives they lead.

GUESS MY ANIMAL

In the Guess My Animal game, children apply what they have learned in the Animal Album. To guess the identity of mystery animals hidden in bushes, they gather clues based on animal traits and narrow down the list of "suspects." Children can do "on-the-spot" research by clicking on an animal and learning about its traits. Eliminating "suspects" requires deductive reasoning and knowledge of animal traits. Playing Guess My Animal tests the child's memory and research skills as well as sharpening his or her analytical abilities.

Younger children can play the game with the "Help" feature turned on. In this case, the program will automatically eliminate suspects, giving children the help they need as well as providing a graphic lesson in what deductive reasoning is.

*Note Apple II users only: The Treehouse Theater, Road Rally (Chip Game only) and Animal Album are not available on the Apple II Computer.

THE TREEHOUSE KID'S GUIDE SECTION

Dear Kids,

Hope you've enjoyed all The Treehouse games we've played together. Now, here are some things you can do on your own. This Kids' Guide Section is full of interesting activities and projects.

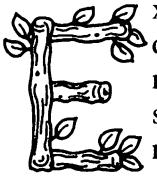
If you're curious about the animals in the Backyard Zoo, check out the Nature Notebook (there's even a fascinating section about your awesome 'possum pals!). If you want to play music, try making some of the homemade instruments. Have fun with the projects and games. Sing The Treehouse Songs. And use your own imagination to think up new games and things to do.

Remember, there's a whole world out there to explore and enjoy, so keep your eyes and ears open. When you're ready to come back to The Treehouse, we'll be waiting for you. Have fun!

Your Treehouse Friends

THINGS TO DO

Science In Your Backyard

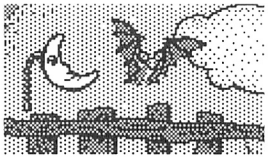


Explore your backyard to see what animals you can find. What if you don't have a backyard? Then search for animals in a nearby park or vacant lot. Or look out your window to see birds flying by. You might want to put a bird feeder near your window so you can see birds close-up. Some animals find their way into houses, too. You may have insects, spiders, and even a mouse or two sharing your home!

Most animals that are not pets like to stay out of people's way. Some have hiding places. It takes a lot of patience to wait for an animal to come out of its hiding place. You may have to sit quietly for a long time. When you see an animal, be careful not to move suddenly or you might scare it away. It's best not to touch animals that are not pets. You might hurt them, and in some cases they might hurt you.

Study what ants eat. First find an ant trail. This isn't hard since ants live almost everywhere, as you may have discovered if you've ever had a picnic in the park! Put different kinds of food on the trail and see which kind the ants prefer. Do they like fat, sugar, meat, fruit? Do some ants like one kind of food and other ants like other kinds of food? Make notes on what you learn. Get books on ants from the library. Try to identify the ants you've been observing. What do the books tell you about their habits?

Ask a friend to blindfold you. Have your friend lead you around a back yard or park, stopping so you can explore the size, shape, smell and texture of various objects with your hands and other senses. Have your friend lead you back to the starting point and remove the blindfold. Using the clues you gathered when you were blindfolded, search the yard or park for the objects you touched.

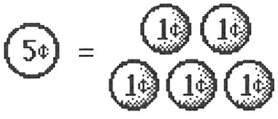


Watch animals that are active after dark. Choose a spot in your yard and wait quietly for "critters" to appear. Put red cellophane over your flashlight so you can shine it on the animals without disturbing them too much. Look for small animals as well as bigger ones. You may see insects flying by or earthworms coming out of the ground. Maybe you'll see a mouse or an owl or the neighbor's cat. How many different animal groups can you find? Make a book with drawings and notes about your discoveries. How does the weather affect the animals you see? Do you see different animals just after it rains?

Mark off one square foot of ground in your backyard, a nearby field, park, or vacant lot. Observe animal activities in the marked-off area. Keep a notebook and record what you observe. You will probably see mainly insects. How many kinds can you find? Get permission to dig up the soil and see what you discover living underground.

Mathematics Around You

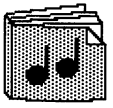
Start a small business so you can practice counting money and making change. You could set up a lemonade or cookie stand. Or maybe have a tag or garage sale to sell some of your old toys.



Use real coins or play money to find out how many different ways there are to make a certain amount of money. For example, you can make 5¢ two ways - either with one nickel or five pennies. You can make 10¢ four ways — one dime, two nickels, one nickel and five pennies, or 10 pennies. How many ways are there to make 25¢?

When you go shopping with a parent or friend, find as many things as you can that cost under one dollar. List the items and their prices in a notebook. After you have listed them, figure out how much change you would get if you paid for each item with a dollar bill.

Music At Home



Print out or copy The Treehouse songs, including some that you have made yourself, and gather them together in a book. Draw a picture for each song. Make a homemade instrument (see page 83) and play the songs for your parents and friends. Make up your own words for the songs and sing them.

Notice how music is used in TV shows or movies. What kind of music do you hear during an exciting scene? What kind is used for a sad scene? If you were making a movie, which of the songs in The Treehouse Songbook would you use for each kind of scene?

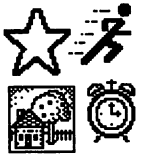
Listen to different music stations on the radio. Can you find a station that plays jazz? How about classical music? Are there any that play folk songs? Listen to the different kinds of music and see if you can tell what makes them different. Try making a song of each type using The Treehouse's Musical Keyboard.

Fun With Reading and Writing

Find out more about one of the famous people you've met in The Treehouse Calendar. If you go to the library you'll find information in encyclopedias and biographies. Ask a librarian to help you. Put on a play or puppet show about the person. You can make simple puppets with paper bags or popsicle sticks. You can even make puppets by drawing faces on your fingers!

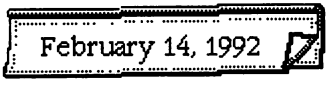
Write riddles, knock-knock jokes, or poems about your favorite characters in The Treehouse. You could make a book of riddles and jokes to share with your friends.

Make silly sentences with a parent or a friend. Each person writes down a sentence part in secret. One makes up a "who," the other makes up a "does what," and "where," the other makes up a "when." Put the parts together to see what kind of silly sentence you've made. You might want to add a "how" part (such as "quickly") or a "why" part (such as "for no particular reason").



For a party game, write sentence parts on slips of paper. Leave out the "who or what" part. Each friend is the "who." Fold the papers and put them into separate boxes labeled "does what," "where," "when." Have your friends draw a slip of paper from each box and put the slips together to make a sentence. Then each friend acts out his or her sentence.

Imagine your ideal treehouse. Where would it be? What would be in it? How would it look? Draw a picture of your treehouse. Write a letter to a friend describing your treehouse and inviting him or her to play in it with you.



You'll meet many famous inventors by checking The Treehouse Calendar. See if you can find examples of the things they invented in your house or community. What would your life be like without these inventions?

Do you know what a patent is? It's a legal agreement that says the inventor is the only one who can make and sell the invention, for a certain period of time. It often takes a long time and costs a great deal of money to make a new invention, so having a patent is important to the inventor. The government issues patents to inventors so they can profit from their ideas.

The government protects the ideas of writers and artists by copyrights. Books, illustrations, and computer software programs can all be copyrighted. When a book or computer program is copyrighted, no one can copy it without permission; if they do they are breaking the law.

NATURE NOTEBOOK

What's a Real 'Possum Like?

How do you rate in opossum awareness? For instance, did you know that a real, live 'possum is able to use its tail like an extra hand? The tail acts as a security rope when the 'possum climbs trees. Some 'possums have even been known to carry nest materials with their tails.

Real 'possums don't have much in common with the "Awesome 'Possums" that live in the Treehouse. They don't turn somersaults, or play instruments, or put on plays! That's why we thought it would be fun to share a few opossum facts with you here. As you'll see, in many ways real 'possums are even more amazing than our animated ones.

Gerry Ellis, The Wildlife Collection

Native Americans, or Indians, gave the "opossum" its name. They told lots of stories about the creature and its strange habits and appearance. People have shortened the name to 'possum because it's easier to say. The scientific name for the 'possum is *Didelphis marsupialis.*

A real 'possum looks a lot like a big, silvery rat. Its pointed face is white with a pink nose and black shiny eyes. The hairless ears are mostly black with white tips. A 'possum has about 50 teeth - more than any other North American mammal. But when it grins, watch out! It shows its teeth to warn you away. Its hind paws are very unusual - they are like hands. Each "hand" has four fingers with long claws at the end and a clawless thumb, which the 'possum uses for grabbing and holding on to things. You won't find

an adult 'possum hanging by its tail when it's asleep. It's too heavy to do that. But it does use its tail to hold on as it climbs. Young 'possums are light enough to hang by their tails for a while.

One of the most interesting things about opossums is that they are marsupials. This means they are mammals that carry their young in pouches. Kangaroos are marsupials, too. They live in Australia where most marsupials live. Opossums are the only members of the marsupial family found in North America. When baby opossums are born they are so tiny that 10 of them could fit in a teaspoon. They are blind, hairless, and helpless-looking, but they manage to make the difficult climb from their mother's birth canal up and into her pouch. There each baby attaches itself to a nipple and hangs on for the next three months, nursing and growing bigger.

In some ways, 'possums are like cats. A mother 'possum purrs to her babies. After the babies are old enough, she teaches them how to find food, where to hide, and how to fight if necessary. Like cats, 'possums keep their fur in good condition. A 'possum may spend twenty minutes at a time washing itself with its tongue. If a 'possum eats something really messy it will stop every few minutes to clean up.

The top running speed of a 'possum isn't much faster than a brisk walk. If an enemy (such as a dog) comes after it, it will try to hide. If it has to, it will fight, and if all else fails, it will use a special trick - playing dead! This trick works because predators that hunt and kill live animals will usually leave a dead animal alone. When a possum plays dead you can't tell that it's breathing. Even if it's poked or prodded or bitten by a dog it shows no sign of life. Pretending to be dead helps the 'possum save its life. This is where the phrase "playing 'possum" comes from.

Opossums live in dens inside hollow trees or under tree stumps. They eat almost anything, including insects, fruits, eggs, and meat, both fresh and rotten. Luckily for them, not many animals like to eat opossums. The great horned owl is one enemy, but given a choice, the owl would rather eat a skunk. Even a vulture won't eat a 'possum, though no one knows why.

The best time to see opossums is at night when they are most active. Look for a furry, gray animal about the size of a cat with a pointy snout and a long, hairless tail. If you're lucky you may even see a litter of babies taking a ride on Mama 'Possum's back!

ANIMAL TRAITS

It's interesting to find different ways to group animals together. Scientists like to put animals in groups that show how closely they are related. For example, animals with backbones are related to each other. Animals with feathers are closely related. But you can group animals in other ways, too. You can group them by traits such as how they breathe or when they are most active. Here are the groups you'll find in the Backyard Zoo.

BACKBONE

The backbone is a flexible column of bones (vertebrae) that supports the body and carries nerves. Animals with backbones are called vertebrates. Animals without backbones are called invertebrates. These are the two largest groups in the Animal Kingdom. Animals without backbones often have a stiff outer skin, or armor, to support their bodies. Backyard Zoo vertebrates are the Mammals, Birds, Amphibians, Fish and Reptiles. All the other Backyard Zoo animals are invertebrates.

BODY TEMPERATURE

Some animals regulate their body temperature so that it stays the same no matter what the outside temperature is. We call this being "warm-blooded." Their warm body temperature lets these animals move faster and live in cold climates. Mammals and Birds are all warm-blooded. They have fur or feathers to help keep them warm and they can sweat or pant to cool off.

Animals that don't regulate their body temperature are called "cold-blooded." If the outside temperature goes down, so does the temperature of the animal's body. If it gets too cold, the animal becomes sluggish and inactive. To get warm, cold-blooded animals must move to warm places. That's why lizards like to lie in the sun. But they must be careful not to lie in the hot desert sun too long or their bodies will overheat. All the Backyard Zoo animals except the Mammals and Birds are cold-blooded.

WINGS

Wings evolved, or developed, from legs in the ancestors of winged animals. All birds have wings, though in some, such as the penguin, the wings have evolved in such a way that they don't look or work like wings any more. Only one mammal — the bat — has wings. Flying squirrels have four legs and don't really fly, they glide. A wide flap of skin between the front and back legs supports them as they swoop through the air.

The only other animals that have wings are insects, and they have them only when they become adults. (In many kinds of insects, the young look more like worms than insects!) Adult insects usually have two pairs of wings, but in some species one pair may be hardened and serve as a cover for the pair beneath. Ladybugs and other beetles have wings like these. Sometimes only certain adult insects have wings. For example, among most ants only the queen ant and a few male ants have wings. Worker ants are wingless. Some insects, like the flea, no longer have their wings. Other insects, like some species of stinkbugs, have wings that are permanently fused together so they cannot fly.

Spiders (arachnids) are not insects and don't have wings, but they can still travel through the air. Some types of baby spiders spin silk parachutes and let the wind carry them to new homes, sometimes traveling in this way for hundreds of miles.

LEGS

Legs support an animal's body and allow it to move about to find food or a mate, or to run away from enemies. In general, each animal group has a particular number of legs. Most mammals have four legs, birds have two legs, spiders have eight, insects have six, myriapods have lots of legs, and fish have fins instead of legs. In some mammals, legs have evolved, or changed, over time into arms, wings, or flippers. Humans, apes, and monkeys have two legs and two arms. Bats have two legs and two wings. Sea mammals, such as seals and whales, have flippers instead of legs.

In the reptiles group, lizards and turtles generally have four legs (except for legless lizards) while snakes have none. Amphibians (frogs and salamanders) have four legs when they are adults, but frogs have none when they are young (tadpoles). Some salamanders have only two legs or four very tiny, useless legs.

For crustaceans (crayfish, pillbugs and shrimps) the number of legs varies. Some of the legs are used for feeding and purposes other than walking.

Snails and slugs have no legs, but the part of their body that they use to crawl around upon is called a "foot." Hydras don't have legs either, but can get around either by sliding on their "foot" or by cartwheeling. The earthworm doesn't have legs, but each segment of its body has tiny, stiff bristles that help it cling to the ground as it crawls.

BODY COVERING

Body covering is the outer layer of an animal's body. It helps protect the animal from injury and water loss, and keeps germs out. The body covering of vertebrates (animals with backbones) is called skin. It is flexible and may be smooth (amphibians) or covered with feathers (birds), fur (mammals), or scales (fish and reptiles). The catfish is an exception to the "fish have scales" rule, since its body covering is smooth and scaleless. At first glance, people appear to have smooth skin, but if you look closely you can see that the whole body is covered with tiny hairs. In warm-blooded vertebrates, like humans, cats and birds, the skin helps the body keep a constant warm temperature. Feathers or fur hold heat in, and sweat glands provide for cooling.

The body covering of invertebrates varies. Arthropods (spiders and their relatives, insects, myriapods and crustaceans) have a stiff, armor-like "cuticle." It acts as a skeleton to support the body. Since this covering doesn't stretch as the animal's body grows, the animal must shed from time to time, replacing the old covering with a new, larger one. Amphibians, worms, hydra, slugs and snails, have a smooth, moist skin. In many of these animals, the skin acts as a kind of lung, letting oxygen pass directly into the body.

BREATHING ORGAN

Mammals, birds, reptiles, snails and slugs breathe air with lungs. Fish and crustaceans (crayfish and pillbugs) breathe air too, but they breathe it with gills. The gills take the oxygen out of water that passes over them. Insects and arachnids (spiders and their relatives) have a system of tiny tubes that carry air though their bodies, much like blood vessels carry blood. One or more tiny openings in the insect's or arachnid's body let the air in. All true spiders also have "book lungs" which look somewhat like gills, but take oxygen out of the air instead of out of the water. The earthworm and hydra breathe only through their skin, which is smooth and thin. Frogs and slugs get some air through their skin, but mainly depend on their lungs.

FOOD

There are three types of foods that our Backyard Zoo animals eat. One type is "animals," which includes insects. Another is plants. The third type is a mix of both plants and animals. All spiders are animal eaters and hunt for living prey, mostly insects. Snakes also dine only on animals. Among other animal groups there is no set pattern. Some mammals, like cats, prefer meat. Other mammals, like humans, eat both plants and animals. Deer eat only plants. Frogs and other amphibians change their eating preferences as they grow. They eat tiny plants while they are tadpoles and insects when they grow up.

Often animals have specialized mouth parts for eating the food they prefer. Hummingbirds have a long beak that acts as a straw for sucking up plant nectar. Houseflies also have straw-like mouth parts and can eat only liquid food. If the food they want to eat isn't liquid, they must pour digestive juices on it and wait for it to dissolve. Spiders also must dissolve their food before they can eat it.

ACTIVE TIME

Most animals are active during only part of a 24-hour day. Some animals, such as humans, stay awake during the day and sleep at night. Others, such as the raccoon and owl, hunt for food at night and sleep during the day. Some animals live underground where it is always dark. In the Backyard Zoo we consider them night animals. Still other animals are most active in the pre-dawn or twilight hours, just before the sun rises or after it sets.

Animals that are active at night often have extra-keen eyes or ears to help them find food in the dark. Cats and bullfrogs have a mirror-like layer in their eyes that gathers a great deal of light. Bats use a kind of sonar to hunt flying insects at night using sound. Moles have a good sense of touch and smell that helps them find worms in the darkness underground.

Each animal group has some members that are active in the day and some that are active at night. In general, land-dwelling animals with thin skins that need to be kept moist are more likely to be active at night, when the air is dampest. Amphibians, worms, snails and slugs fit this rule. Cold-blooded land animals that have to move quickly to catch food (lizards and snakes) are more likely to be out when the sun is shining. They need to warm their bodies.

THE ANIMAL KINGDOM

All the creatures in the Backyard Zoo games are part of the animal kingdom. Scientists classify animals into certain large groups called phyla (the plural of phylum) and classes. Animals in these groups have many traits in common, and have common ancestors. Here is some background information on each of the animal groups included in the Backyard Zoo games.

AMPHIBIANS

Class: Amphibians **Phylum: Vertebrates**

Frogs, toads and salamanders are called Amphibians because they lead two lives (*amphi* means dual and *bios* means life.) Their first life is an underwater one - they hatch from eggs and begin their lives underwater eating plants and using gills to breathe. As they grow, they go through a metamorphosis, or change, to begin their second life as air-breathing land dwelling animals that eat insects.

Amphibians are cold-blooded animals with backbones. Adult amphibians breathe mainly with lungs, but can also take in oxygen directly through their thin, moist skins. To keep the skin moist, amphibians live in damp places and are active mainly at night, when the air is dampest.

ANNELIDS

Class: Oligochaetes **Phylum: Annelids**

Earthworms are one of the most common types of annelids, or segmented worms. Their long, stretchy bodies are divided into a series of ring-like sections, which is where the name Annelid comes from (*annel* means ring). They are very simple creatures with no legs, although they have bristles on their body that help them move. They have no eyes, but can sense light in the cells on their skin. Annelids are cold-blooded, have no skeleton, and breathe through their skin. Like amphibians, earthworms need to keep their skin moist so they are most active at night when the air is damp.

Earthworms are very useful to farmers and gardeners because they till the soil like underground plows. They burrow underground, swallowing soil. Plant matter in the soil provides food for the worm. When the worm's body has taken everything it can use from the swallowed soil, the worm deposits the leftovers, known as castings, at the entrance of its burrow. The castings fertilize the soil, and earthworm tunnels form pathways for air and water to reach plant roots. In this way the worms help create the rich topsoil that plants need to grow.

ARACHNIDS

Class: Arachnids **Phylum: Arthropods**

Spiders are the most common Arachnids. The name Arachnid comes from an ancient Greek legend about a young woman named Arachne who was famed for her weaving skills. In the legend, Athene, Goddess of Handicrafts, became jealous of Arachne's talents and changed her into a spider, condemning her to weave forever.

Arachnids are cold-blooded and have no backbone. Their armor-like skin acts as a skeleton to support their body. They have eight legs, two body parts and most have eight eyes. Surprisingly, even with so many eyes, spiders can't see very well! They breathe in two ways - with tiny tubules inside their bodies and with special gill-like organs called book lungs.

Spiders are predators. They eat other animals, mostly insects. A spider has fangs that it uses to inject poisonous venom into its prey. It also injects a powerful digestive juice that turns the prey's insides to liquid. The spider sucks out the insides like juice from a can. Spider bites usually don't have much effect on humans. However, the bite of some spiders, such as the black widow or brown recluse, may cause illness and sometimes even death.

All female spiders (and the males of some species) can spin silk from organs in their bodies called spinnerets. Some species make webs from the silk. Insects that fly into the webs get stuck and the spiders eat them. Spiders don't get stuck in their own webs because they have oily feet that slip and slide easily over the silk. But if a spider falls backwards onto its own web, it will stick there just like a fly.

Relatives of spiders, such as the tick and daddy-longlegs, have eight legs, too. Unlike spiders they cannot spin silk. Their bodies are shaped differently – they don't have book lungs – and their eating habits differ, too. Ticks, for instance, attach themselves to an animal such as a dog or a deer and suck its blood for food. Daddy-longlegs feed on plants as well as animals.

BIRDS

Class: Aves **Phylum: Vertebrates**

Like all vertebrates, birds have backbones, and like mammals, they are warm-blooded. But birds are the only animals with feathers. A bird's feathers keep it warm and help it to fly. The strong, lightweight feathers provide a broad flying surface on the bird's wings and tail. A water bird, such as a duck, doesn't get cold or wet when it swims because its feathers are waterproof. A thin film of oil covers them and repels the water.

Birds' bodies are well constructed for flight: their bones are light and hollow, their ears are simple holes in the sides of their heads, and their beaks are much lighter than a set of teeth would be. Birds have rapidly beating hearts and a body-temperature several degrees warmer than most mammals. Because their bodies use so much energy, birds must eat a lot. Some birds eat as much as four fifths of their body weight each day.

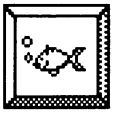
Some kinds of birds are more active in the daytime, feeding on plants and animals that are also active during the day. Others, like the owl, are more active at night, feeding on animals that come out from their hiding places when it is dark. Many birds migrate, flying south for the winter to places where there is plenty of food to eat.

CRUSTACEANS

Class: Crustaceans **Phylum: Anthropods**

Like all Arthropods, Crustaceans are cold-blooded and have no backbones. Crayfish, shrimp, water fleas and most other crustaceans live in the water. A Crustacean has a segmented body and a distinct head that has two pairs of antennae and some mouth parts. Crustaceans have a varying number of legs, hard armor-like outer skeletons, and gills to breathe with.

Pillbugs are not bugs, as their name suggests, but are land-living crustaceans. Like its cousin the crayfish, a pillbug has a hard outer skeleton and breathes through gills, even though it lives on land. They are most active at night, when the dampness helps their gills stay wet. Pillbugs can be found under rocks and logs or in other damp, dark places. When frightened, a pillbug rolls itself up so it looks like a little pill.



FISH

Class: Osteichthyes **Phylum: Vertebrates**

Fish live in the water, have backbones and are cold-blooded. They breathe with gills. As water passes into a fish's mouth and then out over the gills, the oxygen that is dissolved in the water is absorbed. Fish have a pair of nostrils but they use them for smelling, not breathing. They have a very good sense of smell, and often depend on it to find food in murky water.

Most fish have fins instead of legs, although a few species have leg-like fins and can move on land and breathe air. Fish bodies are usually covered with scales. Catfish are an exception, having smooth skin. The scales grow as the fish grows. If you look closely at a fish scale you will see growth rings on it, much like the growth rings you can see on a tree stump. Most fish have teeth along their jaws, as well as patches of short teeth on the roof of the mouth.

There are many different kinds of fishes. Some eat animals, others eat plants, and some scavenge on the bottom for dead plants and animals. Some are most active in the daytime; others, like catfish, are active at night.

HYDROZOANS

Class: Hydrozoans **Phylum: Coelenterates**

Hydras are tiny, sac-like animals that live in unpolluted ponds or lakes. Their bodies consist of only two layers of cells. They have no skeleton, and are cold-blooded. They have a single body opening rimmed with stinging tentacles. Hydras use this opening for taking in food and for getting rid of wastes. They eat one-celled animals, small crustaceans, worms, and insects. They don't have lungs or gills, but take oxygen directly from the water through the surface of their body.

Hydras and their hydrozoan relatives, the jellyfish and sea anemone, have been on earth for hundreds of millions of years. They were the first animals to have tissues such as a mouth, digestive sac, tentacles, and nerves. Because of their appearance, they are sometimes called the "flowers" of the animal kingdom.

INSECTS

Class: Insects Phylum: Arthropods

Most animals on earth are insects. Scientists have identified more than a million different species. A good-sized backyard may be home to a thousand different kinds.

Insects have six legs and three body parts. The head has one pair of antennae, two sets of jaws, a pair of compound eyes, and three simple eyes. Their bodies are covered with a hard, waterproof, armor-like skeleton. They are cold-blooded and have no backbone. Most adult insects have two pairs of wings, though some have only one pair and others have none at all. Young insects don't have wings, and many look more like worms than insects. They breathe through a network of tiny tubes called tracheae that carry oxygen to all parts of the body.

Some insects, such as the firefly, are active only at night, while others are active during the day. Some eat plants, some eat animals, and some, like the cockroach, will eat almost anything. The housefly eats many kinds of food, but must first turn the food into a liquid and then suck it up with its special straw-like mouth parts.

Insects play a very important role in the food chain. Many animals (such as fish, birds, and frogs) depend on insects for all or most of their diet. Some insects also play an important role in plant life. The bee, for example, fertilizes flowers.

MAMMALS

Class: Mammals Phylum: Vertebrate

Dogs, cats, squirrels, raccoons and humans are all mammals. They have backbones and are warm-blooded. A baby mammal drinks milk made in its mother's body. The name "mammal" comes from the mammary glands that produce the milk. A baby mammal depends on its parents to protect it and to teach it many things, such as how to hunt or find food. The opossum is a special kind of mammal called a "marsupial," which means pouch. Baby marsupials are very tiny when they are born and live in their mother's pouch, where the mammary glands are located, until they are big enough to climb out.

Mammals are the only animals that have fur. Fur serves as a kind of insulation to keep mammals warm, and also protects the skin from injury. Most mammals also have sweat glands that help cool the body on hot days. Mammals have a more complex brain than other kinds of animals, and well-developed sense organs. These traits have enabled mammals to lead active lives and live in a wide variety of places.

Some mammals are active mainly at night and others are active in the daytime. Carnivores are mammals that have sharp teeth and claws for hunting. Dogs, cats, bears and raccoons are all carnivores, but many of them eat plants as well as animals. The most widespread group of mammals is the rodent group, which includes squirrels, chipmunks, rats and mice. You can identify a rodent by its four, chisel-like front teeth. The hoofed animals group is mainly made up of very large animals that eat only plants, such as deer.

MOLLUSKS

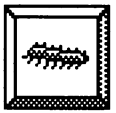
Class: Mollusks **Phylum: Gastropods**

Snails and slugs are related to clams, octopi, and squid. All of them are soft-bodied animals called "mollusks" (mollis means soft). They are cold-blooded and have no backbone. The snail has a hard, protective shell; the slug does not. Still, snails and slugs have a great deal in common. They both crawl in the same way, using what looks like their stomach as a foot. That is how they got the name "gastropods," since *gastro* means stomach and *poda* means foot. Land snails have two pairs of tentacles sticking out of their head. The longer pair has eyes at the end. Pond snails have only one pair.

Land snails, pond snails and slugs have a hole in the right side of their bodies. This is a "breathing pore" that leads to their lungs. Most snails and slugs that live in the ocean breathe with gills, as do some fresh-water snails.

Both snails and slugs have a special organ for eating called a "radula," which means "scraper." It is a kind of long, flat tongue covered with rows of tiny, sharp teeth. The radula moves back and forth, scraping off bits of plant material. As the teeth on the radula wear out, new ones move forward to take their place. Most land snails are plant-eaters, but there are some that dine on earthworms and even other snails, and some that eat fungus. Slugs can eat almost anything, from dead animals and plants to live plants.

Some slugs have a surprising trick. When they are attacked, they drop off a part of their foot, which remains on the ground twitching wildly. While the enemy is distracted, the slug can crawl away to safety. Later, the part of the foot they lost grows back.



MYRIAPODS

Class: Myriapods Phylum: Arthropods

Myriapods have a distinct head with a single pair of antennae and a worm-like body with many similar segments. They have lots of legs. The millipedes, whose name means "thousand legs" have up to 700 legs with two pairs of legs on each body segment. They have short antennae. Despite all those legs, millipedes move more slowly than centipedes. Centipedes, whose name means "hundred legs," usually have no more than 30 legs with one pair on each body segment. Their antennae are long.

Like other arthropods, myriapods are cold-blooded and have no backbone. They depend on their armor-like body covering for support. Millipedes live in dark, damp places and eat decaying plant matter. Their bodies are lined with pores that give off a bad smell, which scientists think repels their enemies. Centipedes are predators. They hunt insects, worms, and other small animals. Most centipedes are nocturnal. They rest under rocks or logs during the day and come out at night to hunt. All centipedes have poison glands and their bite can be painful.

Note: For many years, scientists placed millipedes and centipedes in the same class as myriapods. Now many scientists feel that centipedes and millipedes are different enough to be in their own classes. They place millipedes in the class Diplopoda and centipedes in the class Chilopoda. We have used the old classification myriapods, for the Backyard Zoo.

REPTILES

Class: Reptiles Phylum: Vertebrate

Turtles, lizards, and snakes are reptiles. Reptiles are cold-blooded animals that have backbones and breathe air with lungs. Their skin is usually covered with scales. They are ancestors of dinosaurs and have been on earth for over 300 million years.

Turtles are the only reptiles that have shells. The shell, made of bone, protects the turtle and helps it to live longer than most other reptiles – sometimes as long as 150 years. Turtle ancestors were on earth long before dinosaurs, and their bodies haven't changed much since then. They have no teeth, but their horny beaks helps them cut off pieces of plant or animal food.

Lizards have scales and four legs with claws on their feet. However there are some kinds of lizards, such as glass-snake lizards, that have no legs at all. You can tell they

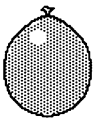
are lizards, though, by the presence of eyelids and ear openings, which aren't found in snakes. Some lizards, when frightened by an enemy, drop their tails. The tail twitches on the ground, distracting the enemy while the lizard runs away. Later the lizard grows a new tail. Most lizards feed on insects and other small animals, but a few kinds feed on plants. Lizards can run rapidly and most can swim.

Since snakes have no legs they move by crawling on their bellies. A snake's belly is well-protected by large scales. Snakes shed their scaly skins at least once a year as they grow. All snakes feed on live animals such as insects, mice and frogs. They can eat a lot in one meal. By unhinging their jaws they can swallow an animal more than twice the diameter of their own bodies. After a large dinner, a snake can go a long time without eating. Some snakes eat only one meal a year. Snakes have no eyelids and no ears. But a snake can "hear" by feeling vibrations in the ground. To smell, snakes use their tongues. They have an extra set of smelling cells, known as Jacobsen's organ, located in the roof of the mouth.

All of the reptiles in our Backyard Zoo are active in the daytime, but some other kinds of lizards, such as the banded Gecko, are active at night. Lizards and snakes are often found lying in a sunny spot, warming their bodies.

HOMEMADE INSTRUMENTS

You may not know it, but you have a whole orchestra in your own home. Below are some suggestions for making your own musical instruments. And with a little imagination and experimenting, you'll find that there are all kinds of other musical instruments you can make.



BALLOON

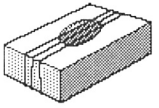
Blow up a balloon. Pinch the neck of the balloon closed with your fingers. Stretch the neck between your pinched fingers, letting out a little air, to make squeaky balloon music.

BOTTLE

A bottle works like a flute when you blow air gently across its mouth. You can vary the pitch by filling the bottle part way with water. Try it next time you drink from a bottle. Make a bottle band by filling bottles with varying amounts of water and getting together with your friends to play.

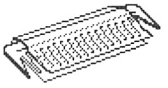
DRINKING GLASSES

Drinking glasses make music when you tap them lightly on the side. Use a pencil or a spoon to tap. Try glasses of varying sizes and shapes. Fill three glasses with different amounts of water and notice how the musical notes change. For a different effect, wet your finger and run it over the rim of the glass.



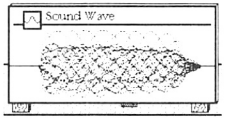
RUBBER BAND BANJO

Make a banjo by wrapping two or three rubber bands around a tissue box. Play your banjo by snapping the rubber bands. Try a smaller or bigger box. How does the sound change?



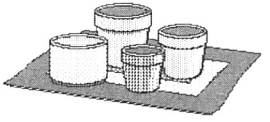
WAX PAPER AND COMB KAZOO

Wrap a piece of wax paper around a comb. Hold it between your lips and sing "do, do, do" into the toothy side.



SLINKY SOUND WAVES

To demonstrate how sound waves work, have two people hold opposite ends of a Slinky, stretching it tautly between them. Have one person quickly push the Slinky forward about two inches. The tremor will weaken and fade away. Try fast and slow pushes to create rhythms. Observe the resulting vibrations. Hang a paper clip loosely from a coil and watch it while the Slinky pulses.



FLOWER POT MUSICAL DRUMS

Make musical drums out of empty ceramic flower pots. You will need three to five pots of different sizes and a small rug or towel to set them on. Arrange the pots on the rug so you can comfortably reach each one. To make music, strike the inside edge of a pot sharply with your fingers.

COFFEE CAN DRUMS

Almost any kind of empty container can be made into a drum. Coffee cans, margarine tubs, and oatmeal boxes work well. Turn the containers upside down or cover them with cloth, heavy plastic, or any other material that can be stretched tautly over the

opening. Hold the covering in place with rubber bands, elastic, strings, tape, staples, or glue. Beat your drums with handmade beaters or use cooking utensils such as wooden spoons, barbecue brushes, and spatulas.

CANDY BOX CLARINET

You can make a simple clarinet from a cardboard candy box with an attached lid. Small hard or chewy candies, like toffee, often come in this kind of box. When the box is empty, close the lid. Place the end of the box in your mouth and blow. You can vary the tone by cupping your hands around the box and wiggling your fingers.

SHAKERS

Fill empty 35 millimeter film canisters with dried beans, peas or pebbles. Snap the lids back on and shake.

Put some dried beans or peas in a balloon. Blow it up, knot the end, and shake for a balloon rattle.

THE MOUTH BOX

Use your own mouth as a percussion instrument. Make an 'O' shape with your mouth and lips. Then gently strike your cheeks and tap your fingers over the front of your mouth to create a popping rhythm.

HANDMADE BEATERS

You can make beaters out of many different household articles, such as chopsticks, wooden mixing spoons, or pastry brushes. Try sticking the sharp end of a pencil into a cork to make a beater. Or wrap the end of any stick with tape, yarn, rubber bands,foam rubber, cotton, or felt.

TREEHOUSE SONGBOOK

HANGIN' OUT AT THE TREEHOUSE

1st VERSE
There is a place
a place where we can go

You'll see so many things
you've never seen before

So, take me by the hand
we'll see what we can find

It'll tickle your toes
tickle your nose
it'll even tickle your mind

CHORUS
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse

2nd VERSE
First you'll meet the twins
that awesome 'possum pair

When it comes to findin' fun
you can bet that they know where

So follow close behind
they'll show you the way

Watch em' wiggle their toes
wiggle their nose
they sure do love to play

CHORUS
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse

BRIDGE (animal sounds)

CHORUS
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse

Credits:
Writer/Producer: Michael J. Ilnicki with Janese Swanson
Performed by: Up The Street Beat
Featuring: Lead Vocal - Bobbie Taylor
Back up Vocals: Jessica Robertson,
Stephanie Papagni, Keiko Hayashi, Chad Turkus
Recorded at: Wyer Sound, Mt. View, CA
Engineer: Rolfe Wyer
Special thanks to Jonelle Adkisson and Tom Rettig.

THE TREEHOUSE SONGS

The Treehouse Songbook has only the main theme or chorus of most songs. These songs were specially arranged for The Treehouse and may be somewhat different from the versions you are used to.

IBM/Macintosh

AULD LANG SYNE

Scottish folk song
American words by Robert Burns

Should auld acquaintance be forgot,
And never brought to mind,
Should auld acquaintance be forgot,
for days of Auld Lang Syne

IBM/Macintosh/Apple II

AURA LEE

Melody by George R. Poulton
Lyrics by W.W. Fodsick

When the blackbird in the spring
'neath the willow tree
Sat and piped, I heard him sing
Singing Aura Lee

IBM/Macintosh/Apple II

BACH MINUET IN D

by Johann Sebastian Bach

No words

IBM/Macintosh

BUFFALO GAL

by Cool White

Buffalo gal, gonna come out to-night, come out to-night, come out to-night.
Buffalo gal, gonna come out to-night, to dance by the light of the moon

IBM/Macintosh/Apple II

CAMPTOWN RACES

by Stephen Foster

De Camptown ladies sing dis song,
Doo-dah! doo-dah!
De Camptown race track five miles long,
Oh! doo-dah day!

IBM/Macintosh/Apple II

CARMEN SANDIEGO THEME

by Louis Ewens

No words

IBM/Macintosh

CLEMENTINE

College song, and Gold Rush song

Oh my darling, oh my darling,
Oh my darling Clementine!
Thou art lost and gone forever,
dreadful sorry, Clementine!

IBM/Macintosh/Apple II

COMIN' THRU THE RYE

Folk song, origin unknown

Gin a body meet a body com'n thru' the rye
Gin a body kiss a body need a body cry?

IBM/Macintosh

Cosi Fan Tutte

Opera theme,
by Wolfgang Amadeus Mozart

No words

IBM/Macintosh

Did You Ever See A Lassie?

Originally a German song,
now a children's dancing song

Did you ever see a lassie, a lassie, a lassie
Did you ever see a lassie go this way and that?

IBM/Macintosh

Du Du Liegst Im Herzen

German love song

Du, du liegst mir im Herzen
Du, du liegst mir im Sinn
Du, du machst mir viel Schmerzen,
Weiss nicht wie gut ich dir bin!

(translation)
You, you, in my heart living
You, you, in my thoughts too
You, you, joy and pain giving,
Don't you know how I love you!

Apple II

Humoreske

by Antonin Dvorak

No words

IBM/Macintosh

In the Good Old Summertime

Traveling minstrel show song,
by Evans and Shields

In the good old summertime
In the good old summertime
Strolling through the shady lanes
The good old summertime

IBM/Macintosh/Apple II

Itsy-Bitsy Spider

Nursery rhyme

Itsy bitsy spider went up the water spout,
Down came the rain and washed the spider out
Out came the sun and dried up all the rain,
And the itsy bitsy spider went up the spout again

IBM/Macintosh

Jimmy Crack Corn

American folk song,
probably originated with slaves

Jimmy crack corn, an' I don't care,
Jimmy crack corn, an' I don't care,
Jimmy crack corn, an' I don't care,
Old Master's gone a - way

IBM/Macintosh/Apple II

London Bridge

Folk song

London Bridge is falling down, falling down, falling down
London Bridge is falling down, my fair lady!

IBM/Macintosh

Lion Theme

From Carnival of the Animals
Music by Camille Saint-Saens
Words by Ogden Nash

The lion is the king of beasts
and husband of the lioness
Gazelles and things on which he feeds
address him as your high-on-ness

IBM/Macintosh

Mary Had a Little Lamb

by Sara Hale

Mary had a little lamb, little lamb, little lamb
Mary had a little lamb, its fleece was white
as snow

Apple II

My Horses Ain't Hungry

Southern U.S.A. mountain song

My horses ain't hungry,
they won't eat your hay,
So fare you well, Polly,
I'm going away

Apple II

Pathetique Sonata

by Ludwig van Beethoven

No words

IBM/Macintosh

Pop! Goes the Weasel

English singing game

All around the cobbler's bench
The monkey chased the weasel,
The monkey thought 'twas all in fun,
Pop! Goes the weasel

IBM/Macintosh/Apple II

Russian Dance Song

From the Nutcracker ballet
by Pyotr Tchaikovsky

No words

Apple II

Sonatina

by Muzio Clementi

No words

IBM/Macintosh/Apple II

Spring

From the Four Seasons
by Antionio Vivaldi

No words

Apple II

The Erie Canal

Traditional

I've got a mule, her name is Sal,
Fifteen miles on the Erie Canal

IBM/Macintosh

The Muffin Man

English folk song

Do you know the muffin man, the muffin man, the muffin man
Do you know the muffin man that lives in Drury Lane?

Apple II

The Pedlar

Russian dance song

Down the road the whole day long
With my pack of good for dame or maid

IBM/Macintosh/Apple II

The Treehouse

by Michael J. Ilnicki

Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse
Hangin' out at the Treehouse

Apple II

When I Was Young and Foolish

Tune by Albert Richard

When I was young and foolish,
I used to take delight
To go to balls and dances,
And stay out late at night

IBM/Macintosh/Apple II

Wild Rider

by Johann Sebastian Bach

No words

IBM/Macintosh

Yankee Doodle

American folk song

Yankee Doodle went to town
a-riding on a pony
Stuck a feather in his cap
and called it Macaroni

Backup Disk Information

IBM, Macintosh, and Apple II

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About the Authors

LESLIE GRIMM

Leslie is a software designer and co-creator of The Treehouse. She has been designing and programming award-winning educational software games for young children for more than a decade. Her most recent work is The Playroom, for early learners. Before she began creating software, she spent several years in the classroom, teaching children of many ages and abilities. Leslie has two daughters. She enjoys playing the piano, photography, swimming, and toys that do interesting things with forms and light.

LYNN KIRKPATRICK

Lynn Kirkpatrick helped design The Treehouse and created the art for both The Treehouse and The Playroom. She has degrees in Art and Industrial Design and has worked in the field of educational computer games for five years. She enjoys collecting toys and likes to swim and read (not at the same time, though).

The Treehouse Team

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Macintosh version - Hilary Nation, Laurie Strand

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IBM/TANDY, MACINTOSH, APPLE
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